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About This Game

This is a survival horror game.

You can not leave the room due to a recluse.

My gentle older brother who took care of you finally got sick.

My parents are away from home on business trip.

As there are only two people at home, you have to leave the room and take care of him.

When you leave the room, you notice that there is barricade in the window of the house.

It is a barricade that my older brother set up to prevent invasion of something.

You must protect your brother from the surprise of your neighbor in a dim house. You need to listen carefully to the sounds ringing in the house and to detect the incident.

When the window is broken, it is necessary to repair the window in order to stop the invasion of the neighbor. When you walk in a dark house, your physical strength will decrease.

Please survive for 5 days.

Title: Home Security
Genre: Indie
Developer:
Toshihiko Kikuchi
Publisher:
Toshihiko Kikuchi
Release Date: 21 Sep, 2018

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Minimum:

OS: Windows 7, 8, 10 64-bit

Processor: i5 and up

Memory: 6 GB RAM

Graphics: GTX 770 and up

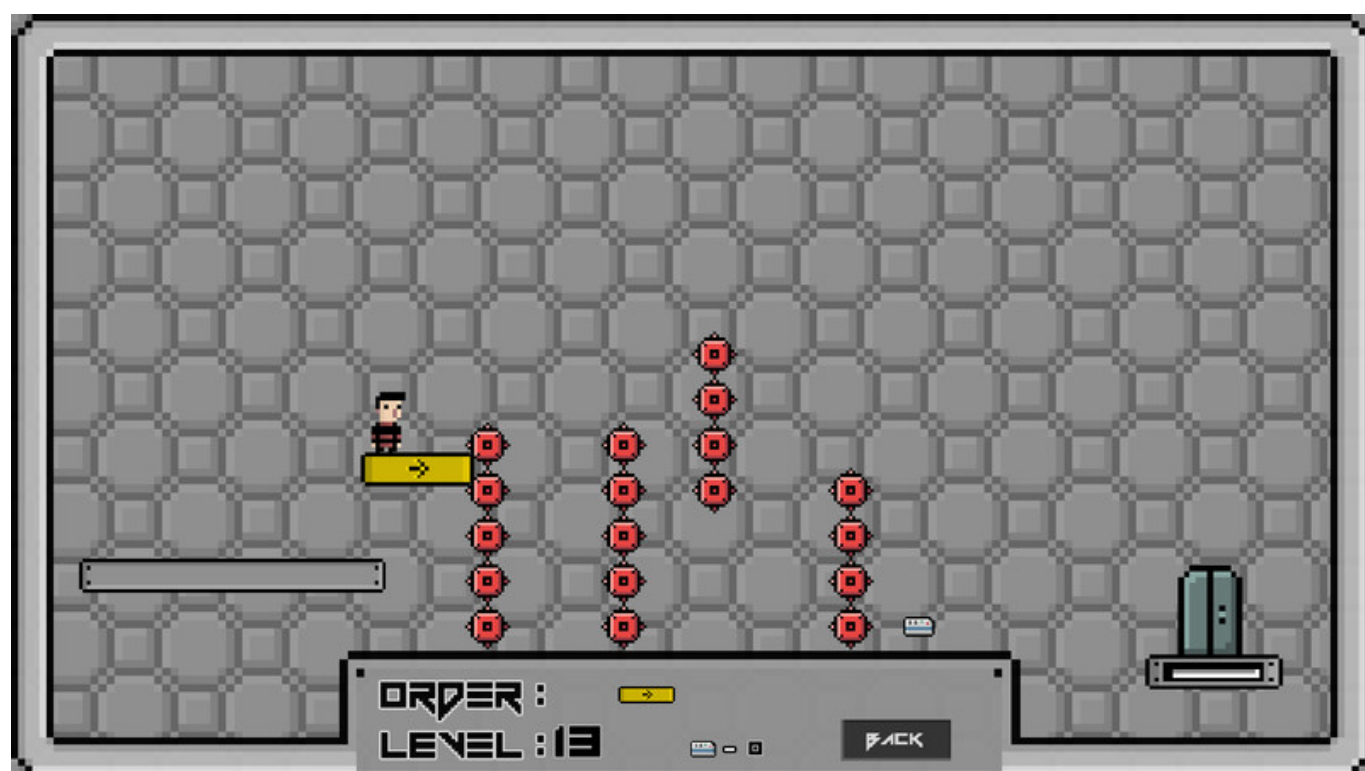
DirectX: Version 11

Storage: 4.7 GB available space

English







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Can't recommend it right now. I'm on level...8 or 9 out of 35, and it gotten so difficult that I can't finish the level after many attempts, and I refuse to go back and replay old levels to get more gems for upgrades. I'm not exactly sure what the difficult scales with but after upgrading a lot of towers in the upgrade section, I'm having a hard time even beating old early levels to gain more gems. I'm not down for a grind. Sorry game, you lost me. Very sad too because there were a couple of inovative mechanics. Maybe I'll pick you back up down the line, hopefully the devs will have tweaked the difficultly stuff.. 10V10 Russian Metro Simulator.

Found my finnish grandpa before the cold war. TL;DR An incredibly fun and addicting super speed reflex game.

Your job in this game is to go fast. Really fast. Faster than your brain can think, kinds of fast. You need to avoid obstacles at ridiculous speeds while trying your best to score some points for tricks along the way. This game is an arcade type game from the start, just get a better highscore. But the way it's done is incredible and it really makes want to keep playing in a sort of "Just One More Run" type of way.

The game starts off pretty easy but gets progressively harder as you improve. This keeps the game feeling fresh even after long play sessions because of how the game scales with you. Well most of the time that is. You'll start off at a low speed of 100 km/h and slowly make your way up, but if you ever die you can respawn at the last 100 that you got up until 700 km/h (For instance, you die at 450 km/h, the next you can start at 400 km/h rather than 100 km/h). This keeps the pacing of the game quite good, for you don't have to be perfect in every lower speed level just you have a chance at the next high speed. Most of the time.

Now the reason I stated above, "This keeps the game feeling fresh even after long play sessions because of how the game scales with you. Well most of the time that is." Is because after 700 km/h, the game can feel pretty dang hard on you if you want to get a better speed. 700 is where the speed thing really ramps up and it can be unforgiving trying to reach 800 km/h, or worse, like me at 1100 km/h. Since you can't start at 800 or 900, the game can be slog up until said point, making each run start off super boring once your good enough and also make it impossible to make much progress in the higher speed levels. Quite a minor nitpick, especially since most people don't try to get that high lol.

Another big gripe I have with the game is the glitches. Now there aren't many, but the ones that do happen can mess up an entire run which can be quite annoying if they happen frequently. Specifically the texture/foilage??? ones. They spawn inside/in front of the road and they completely block your view of upcoming turns and moves, sometimes completely killing good runs. They don't happen crazy often, but often enough to where it can start to get really tiring.

But, these quite minor gripes don't make up for the huge amount of fun that I have had playing this game. The grind for a top speed has been quite a rush and made a for a truly addicting experience.

You see me flexing that #1 in world Poggers. Bought it a few years ago, it's telling me now that it only is a trial version and wants to push me to buy an upgrade. Can use it only for 30 days now. I have stopped using it now because of that.. Game over

while strating the game....

I cannot recommend that game in that current state. The game is excellent. Fans of strategies are required to pass. The sound is excellent. the gameplay is quite simple but interesting. Would recommend for any streamer. Really fun way to interact with viewers, even though I wish there were more games that allow all viewers to join. Some existing games could use that as well. Looking forward and hoping for more games and updates !. This is NOT a game. It's a workout program, and you are gonna love it.

I will recomend this to anyone who are always making exhuses for not working out.
This is making workout fun. And i don't mean "I tolerant it" fun. But ACTUAL fun.

10 pain \ 10 gain. What a hidden gem. This game has some absolutely astonishing music, charming graphics and writing, interesting characters and designs, and although it tends to be pretty standard early on in terms of mechanics, it has a lot of depth in tactical choice. This would have been a frickin' hit on the SNES years back. Definitely worth your money.

0V10

doesn't cost \$30

devs plz fix. You walk around and get blue balls, and it's not even cold.. Far too early access to recommend to anyone. When playing as the Russian side I couldn't get them to leave the boats no matter what and still won somehow, it was a little more playable when I switched to USA since they start on land but I feel it was a little buggy since sometimes my units would stop and the ai seemed rather dumb even for medium. There's a much more in depth [here on my personal blog](http://samearl13.wordpress.com). [samearl13.wordpress.com]. Why not make an end like Dad runaway with the daughter he made ??

. Concise and straight to the point: this game is great, but I'm going for a negative review.

Why?

Well, it costs 2€ and it is the SAME game ripped off from Kongregate, where you can play it for free (it's called Vampire Physics there by the way).

I'm going a little bit into the details in reviewing this game, but I'm gonna keep the judgement negative since I'm playing something that I paid for and that I have already played lots of time being a 10-years Kongregate/Flash user.

This game is one of those cut the rope/physics Flash games, and in this case you'll control a vampire and you'll have to touch the humans in order to turn them into vampires; you'll have to cut ropes, time the cutting of the wooden blocks and so on even 'cos you'll have priests (here with some asset change but anyways) that will kill you and of course garlic to avoid, plus the moon which will cover/uncover and transform werewolves and other things you'll get in the game in case you'll buy it!

The game itself is nice; graphics look a little bit too "mobile-phone" but overall the physics and everything else runs ok.

But it's the same free game that eight years ago three developers freely created for Kongregate and other websites.

I don't know if these developers on Steam have only copied the asset, bought it, made graphics changes and so on - they added a translation which is full of errors from the first phrase both in Italian and French - but anyways, I'm feeling a little bit angry since I don't think it's ok to rip off completely a game that you can play for free on Flash websites with only changes in the graphics and little things here and there.

Back to the game, as I said you'll have lots of levels in which your vampire head/ball will have to touch all the humans and it will require some skills and timing, it's a very nice kind of puzzle/logic game.

But really, since the developers are completely different and it seems that here on Steam they just ported an asset and left everything as you can play for free, I would suggest you not to play this game but to go on Kongregate or ArmorGames or wherever you want and play through 50 free levels without spending 2€, since it's exactly the same; same mechanics, same enemies, same puzzles and so on.

I recognize that they have bought the asset from Unity3D and such but many levels are the exact same, just the graphics differs. It's an unusual review for me since I usually take into account only the Steam experience of a player but 2€ for a game that can be played for free without any kind of difference apart something in the graphics well, it has to be pointed out.

Nothing much to say apart from this, as I said already the game runs smoothly, the physics and the puzzles are nice, there's everything that I already played on Flash lots of years ago. If you buy this you'll surely do a good thing for your gaming experience since it's a nice physics/logic game, but be aware that you can play this entirely for free on other websites and this bothers me a little bit.

Even if it's not against any law (I think, although the levels are literally the same so.. Idk) I don't like that much that you have to pay 2€/\$ for something that on another website you can have for free without any other benefit, it doesn't even have trading cards.. so, my negative review is just for everything I tried to explain. The game is good, but it's not for free and it's available for free (legitimately of course, not through emulation or Idk what) under the name Vampire Physics on lots of other websites.. and to be a little bit fussy, this one doesn't even have R for restart as the Flash versions which is something quite mandatory in physics/puzzle games. Anyways, hoping to have made something good as always for other players, keep it up :). awesome hard and easy but it is fun.

AA. This is PC port of a mobile version of a very simple board game. Mobile is the key word here. While it could be ok for times when you're sitting with your tablet and you're bored out of your mind, there's actually no reason to get in on PC.

There's really not much to the game, you just click on stuff and it dies. Unless you're unlucky, then it kills you. Also, once in a while you pick up a bag of gold that actually takes away some gold from you(?!), or lose hit point or a turn for no reason whatsoever, because the skull of fate, yay. There are about 10 levels and a pesky turn limit to finish them in.

Graphics are kinda nice, but let's be honest: it only *looks RPG-like*. *There's no character creation, no progression, weapons are actually a single-use items, etc.*

Buy only if you want to support indie developers or on a massive sale when you desperately need something to do for a single

evening.

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