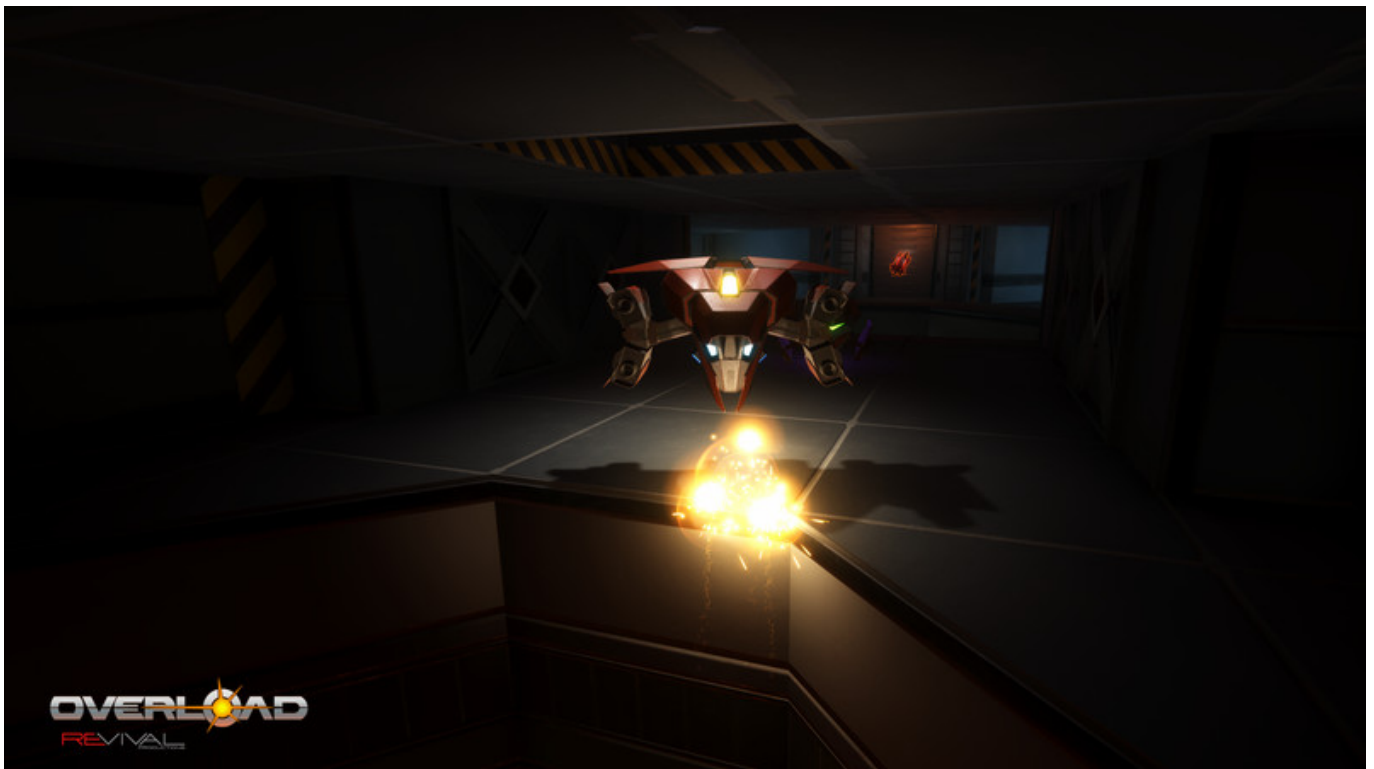


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End Space Free Download Key Serial Number



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## About This Game

Take command of the most advanced starfighter the United Trade Consortium has ever developed in stunning virtual reality as you battle for the Tartarus sector. Protect the UTC's secret jump-drive technology from the Tartarus Liberation Front insurgents as you fight to maintain the corporation's dominance and earn yourself fame and fortune in the process.

Track targets with your gaze and blast them with your Pulse Lasers or lock on and pound them into space dust with your Meteor Missiles. Unlock new weapons and upgrades as you progress through the ranks by taking on increasingly daring missions.

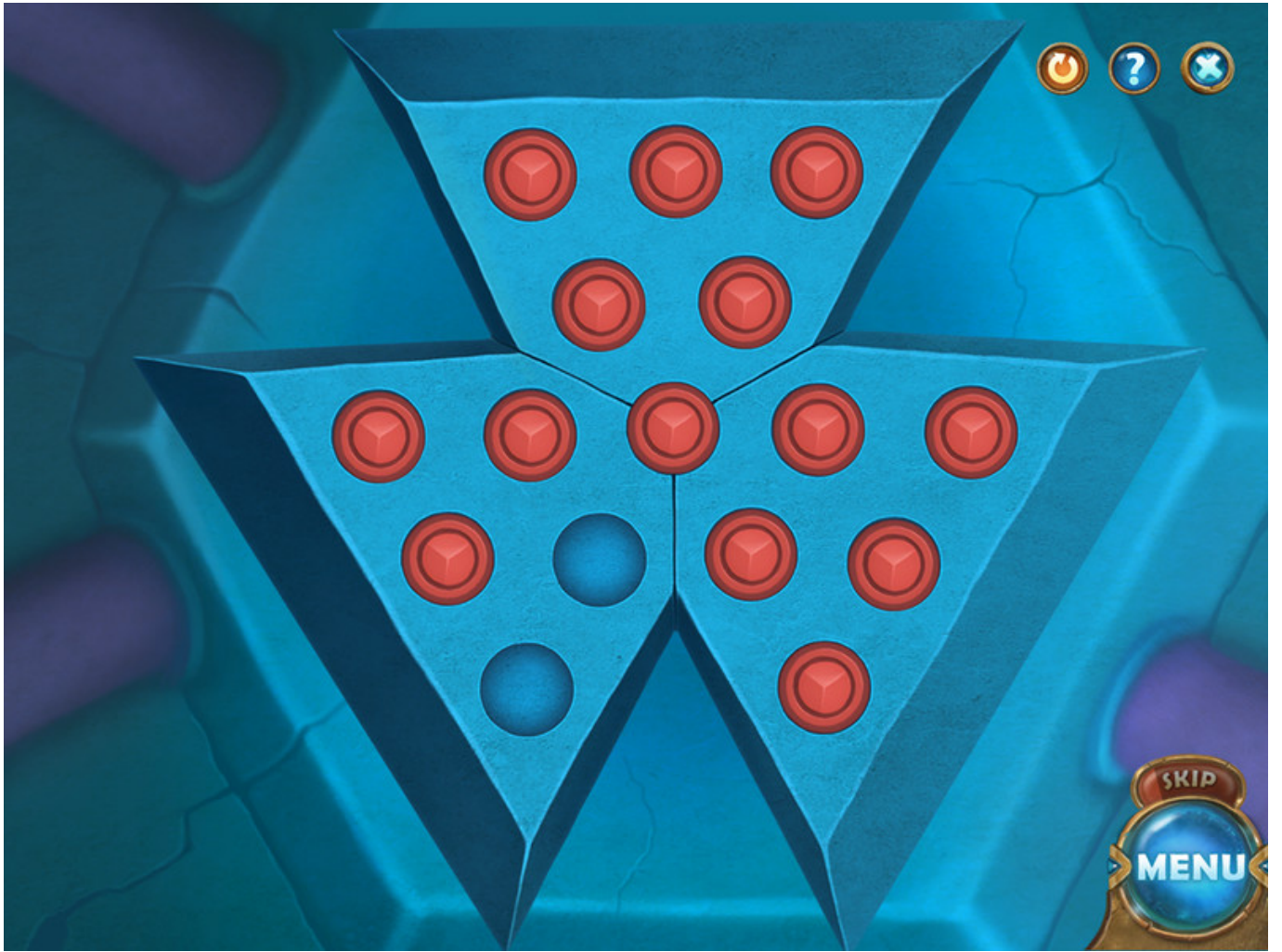
Find out what secrets are ready to be revealed here at the end of inhabited space. Welcome to the Tartarus sector, contractor. Or as the locals like to call it, End Space.

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Title: End Space  
Genre: Action, Indie, Simulation  
Developer:  
Orange Bridge Studios  
Publisher:  
Orange Bridge Studios  
Release Date: 29 Mar, 2018

a09c17d780

English







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I've found that when one is traveling at high speed and destined for impact into a concrete half-pipe, do NOT brace for impact. Simply closing one's eyes is much easier on one's real life surroundings.. A very simple and generic vertical shoot 'em up. Plays smooth, nice music. Achievements are only marginally challenging. Charming, despite the Russian humour.. Recommended only if you can get this on sale, and if you're a fan of Sanderson's "Way of Kings" book and want to see the Shattered Plains for yourself.

It's a very short experience (20 minutes or so) with little replay value, but it looks impressive and has some fun interactions with the inhabitants, and it gets the feel of the book's world across pretty well.

Don't get this if you don't know the book since it likely won't make much sense to you, and I'd also consider the content to be a bit of a spoiler for what happens in the book.

I also wouldn't get this if it's on full price - I got it at 60% off for \$4.39, and that seems OK for a niche experience with excellent production values. Seemed worth the cost of a fancy cup of coffee to get to meet Syl and see a Chasmfiend close up.

If you're still interested after these caveats, and can keep your expectations in check, give it a go :-). It's a thing. The symbol bit was the most thought provoking because there's three different choices, but two of them give you silver keys where one gives you a 'Interesting Choice' key.

Found this dented gem in a mystery-bundle. Why it was in that bundle is the mystery in and of itself.

Good atmosphere, sad that the music was shortlived, and that the 'Truth' was rather unfulfilling. Good for a laugh if you just do reactions with the in-game text-to-speech.

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a e i o u. This game is delicious, a lovely tribute to the good old games played on 80s. There is also a 16bit version with all new style and sprites. Who love bubble bobble, snow bros can't miss it!  
Important thing, everithing works fine, collisions, timing, movements. Great feeling.  
Absolutely positive review.

Oscar. Unplayable, horrible, remove this game from steam.

\u00c8 ingiocabile, orribile, rimuovetelo da steam.

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Do not purchase this game under any circumstances. After the 3rd time that I reopened a saved game to find that a dozen people were missing from my roster, I quit. It is a shame, really. The game itself is fun for what it is, but there is no point to playing multiple seasons of a game where the roster you built up can just essentially disappear.. tldr

#### Pros

/////

Good game, UI friendly, Easy control, Good hitboxes, fast loot w/ good items

#### Cons

/////

Feels little sloppy, AI spawns around your position, long queue. *Face Noir* is a detective/crime story taking place during the Great Depression in New York, wrapped into an old-school point and click adventure created by Italian studio, Mad Orange. The game follows the classic adventure game formula from the 90s and does a fairly good job at it. Unfortunately when the story starts to get really interesting, the game ends abruptly.

Our hero is called Jack Del Nero (haha, the game likes to play around with names) who seems to be our standard private detective: an ex-cop with some shady episodes in his past, wasting his talent to solve ridiculous, but well paying jobs and whose sole purpose in life is to have a glass of whiskey at the end of the day plus to pay the rent for the cheap motel he lives in. In the intro we can witness Jack's death (or at least as he gets shot) at what seems to be an airport and throughout the game we can experience the events that happened in the last 24 hours and led to this critical point. During certain flashbacks we can also play as Jack's friend from the past, Sean (also an ex-police officer), who seems to be protecting a mysterious little girl from the mafia.

There's a classic inventory system (inspect, combine and use items), we move where we click with the mouse, solve puzzles and even a lockpicking minigame (which can be quite frustrating, since the lock resets itself every time we make a mistake, it can be skipped after a few attempts though). We can also highlight all the items/locations we can possibly interact with on the given screen, although most of them will just bring forward a comment from our hero.

Other than the lockpicking there's also a rather strange minigame which we have to use from time to time, when we get stuck: Jack can piece information and clues together and we can't progress until we manage to find connection between the related keywords. So whenever we feel that we got hopelessly stuck, remember, select and use this minigame.

Later on there were 2 unnecessary gameplay segments which did not fit into the game in my opinion: one where we had to sneak around by avoiding patrols, which was based on clicking at the right moment and one where we had to move a crane (from a very disorienting point of view). Other than these the little puzzles the game uses were enjoyable and reached the standards of other classic adventure games.

There were a few strange uses of certain items, such as a candy wrapper as a way to reattach a cut phone wire and some illogical events such as taking a seemingly a big 'wad of money' while it was only around \$100.

A strange greenish-brown seems to be the dominant colour the game uses instead of the classic black and white to strengthen the noir tone. All the other necessary - clichéd, we could say - elements are present: it's always dark (I guess our hero sleeps during the day), raining constantly (the strange weather is mentioned in a newspaper article) our hero wears a trench coat and the jazz music of course. Personally I don't like jazz, but I must admit, it fits the game pretty well.

Unfortunately the graphics are quite bad: while the backgrounds have a simple, but elegant style to them, the character models are anything but good looking. They do not blend into the background and seem lazily put together: during conversations, which use the game's engine (so we can get a closeup to the face of the characters), it becomes obvious how awkwardly the parts of the faces are jointed together (a line in the middle can be seen). I don't usually criticize the graphics, but it seriously looks as if the game was created in the pre graphics processing unit era. Strangely the game also uses the dated 1024x768 resolution by default, so we are forced to keep the 4:3 aspect ratio.

The cutscenes consist of some crudely drawn still images, so this doesn't help the immersion either.

The voice acting is pretty good where the spoken language is changeable from English to German for example at any time, which is not a common thing. Sean's Irish accent feels overplayed, but I liked all the others. Despite the dark tone of the game, there's a fair amount of humorous comments from our detective, so it's worth checking everything out and try using items where we are not supposed to be using them.



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Regardless of its problems, it's hard not to recommend *Face Noir*. First of all, it takes place in an era that's not really overrepresented in video games, secondly it's a classic point and click adventure. Although there aren't that many locations and characters, the game manages to create suspense and there are quite a lot of twists as well. I understand that for some people the slow-paced and somewhat dull beginning can be disappointing and the story indeed takes its time before getting interesting (not to mention the sudden ending, that leaves us in the dark promising a sequel), but it's still definitely worth a playthrough for lovers of adventure games.

#### PROS

- + classic point and click adventure
- + good story (despite the sudden ending) with twists
- + interesting characters
- + takes place in an unusual era

#### CONS

- rather dated graphics, especially in regards of character models
- sudden ending, promising a sequel
- some illogical item uses and minor events

#### RATING

7/10. Great DLC. I am in the army and i've deployed to Afghanistan and let me tell you, the Comm Chatter would have soldiers killed by their own Sgt Mjr's. You don't jam up frequencies with BS, you only use the radio to give pertinent information. Though i like their immersion ideas and think more games should do that. The missions here are really good, the story is great, and the tactical situations are really good. I recommend. 9/10.. I was quite hyped to play this game of legendary status and so I'm very sad that I'm forced to refund it before I can truly immerse myself enough into its weird but kinda sympathetic world...

And the reasons are mostly of technical nature - some of them aren't the fault of the porting team, some probably are... My main gripe with the game is the limit to 30 frames per second - just like in the original admittedly and not D3T's (the porting teams') fault, as it would probably require too much work to make it 60 FPS. But they at least could have made the frame-pacing less godawful! Even the SpecialK mod doesn't seem to help much - the frames are very uneven and the game feels even more choppy because of that. Add to it the camera that is quite close to the character (especially indoors) and its wobbly movement and you're guaranteed motion sickness if you're prone to it! x(

I played for about 1.4 hours but I was getting dizzy and sleepy due to the aforementioned problems very quickly. But even without them my first impressions weren't particularly good: from the obnoxiously loud sounds in the menus to the repetitive music, cheesy dialogue and cliché story to the bad controls...

Maybe I will give the game another try someday but it's rather unlikely... Maybe on consoles on a TV that upscales 30 FPS to 60 it would be more tolerable but right now I just can't recommend it if you're sensitive to those issues... :(

I kinda liked the atmosphere of the small Japanese town but that's pretty much all.... Do you like action games with tight controls and simple but clever mechanics? Do you like crawler games? How about a game where you can never memorize the levels because it always generates new ones? Well then, you've found your game.. Wow. This is what i have been looking for in a golf game in VR. So much fun. I wish you could move around a bit more in the world but it makes up for that in great gameplay.

It starts off tough but as you buy better gear you get better and i think you improve over time as well.

It's a lot more forgiving than the golf club but not as much of a simulator.

But the devs seem very active and the holes i have played so far are all really fun.

If they had multiplayer it would be up there in my highest played games i am sure.

Still loving single player.

#### **End Space 1.0.5 Beta now Live:**

The newest update for End Space is now available on Steam for testing. There's a bunch of changes and one big new feature we would like some help testing.

1.0.5 adds support for playing End Space on a monitor without a VR headset as well as supporting keyboard and mouse play.

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This has been the number one requested feature on Steam and a huge step into opening up End Space to a bunch of new players who love space games.

The other biggest change is support for other languages besides English. End Space has been localized for: German, French, Russian, Italian, Spanish, Japanese, Korean, and Chinese (With full voice over support). We would like to get some feedback on the translations as well.

To join the Beta, Right click on End Space in your Steam library, select Properties. Head over to the Beta tab and select the Beta branch.

### **Beta Patch Notes**

#### Updates

- Support for playing on a monitor without a VR headset
- Localization support for German, French, Russian, Italian, Spanish, Japanese, Korean, and Chinese (With full voice over support)
- Added Mouse and Keyboard support to the Input remapper
- Oculus SDK Update to 1.35
- Oculus Audio Spatializer updated to support older CPU's without the AVX instruction set that was preventing the game from starting on those CPUs.
- Switched from Mono to IL2cpp builds

#### Fixed

- Stuttering experienced by some players
- Removing the headset and coming back to the main menu would result in no input
- Volume sliders didn't provide real time feedback
- Wrong audio played when the player failed Mission 11 and 12
- Input Remapper not closing correctly sometimes
- Audio wouldn't fade out correctly while switching scenes on slower CPUs
- Intro cinematic audio still played while video was skipped
- Allow controller switching by moving a controller thumbstick as well as pushing a button

We would appreciate help testing the Beta. Comments and suggestions can be made on the End Space [Steam Community](#) page.

Fly safe Contractors. o7. **End Space 1.0.4 - The Collective Update Patch Notes:**



We are extremely excited to release the new 'Collective Update' for End Space on August 2nd. End Space originally released 2.5 years ago for the Gear VR and since then we have brought it to PlayStation VR, Oculus Rift, HTC Vive, Windows Mixed Reality, and most recently Oculus Go. With every release on a new platform the last platform suffered from a lack of attention while we tried to get the next platform ready. As you may know End Space is made just by Lee and I. Since the Gear VR release I have had two babies, and Lee is still celebrating his first baby born just two weeks ago. We try to do our best but it's not easy becoming fathers, starting a business, and working on a game across so many platforms.

Sadly that meant the PlayStation VR version hasn't had an update since December, Rift and Vive since March. Every release also has made the game better and better but not everyone has benefited from those changes. Our PlayStation VR community has had to endure a less than perfect experience filled with bugs and crashes, while the Steam community found the game to be not challenging enough with a bug making the player invincible. This has led to bad reviews, player frustration and stress for us because we want End Space to be great for everyone.

So starting August 2nd every platform will be updated to End Space 1.0.4 the 'Collective Update'. We are going to do our best moving forward when releasing a patch that every platform receives the same update (unless it's platform specific). In creating the Collective Update we have taken every piece of feedback, every review, and every fan email into consideration to craft the best update to End Space yet. We have improved the graphics, made the game more challenging, fixed crashes, bugs and pain points, and made the game a much more enjoyable experience.

We hope you enjoy playing this new update regardless of what platform you choose to experience End Space on.

Fly safe,

Justin

End Space 1.0.4 - The Collective Update Patch Notes. **End Space Launches on Steam:**  
[View this post on our dev blog.](#)[endspacevr.com]

Hello pilots!

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Today we are incredibly excited to welcome our new community of Steam users to End Space. We have support for the HTC Vive, Windows Mixed Reality, and of course the Oculus Rift. Our goal of creating an exciting space combat VR game has now become a reality, and we are excited to share it with you. Enlist today in the ranks of the United Trade Consortium! May your tracking stay true, and your boosters always full.

Steam Release. **End Space Winter Sale - Save up to 70% off:**



We have had a very exciting year in 2018 and to celebrate we are offering up to 70% off End Space across all platforms.

This year saw the release of End Space on Oculus Go, Steam, Oculus Home (Rift), Xiaomi Mi in China, and Viveport. We released one of the biggest updates to the game yet in the [Collective Update](#)[endspacevr.com] and saw the birth of two babies for our development team. It all proved to be quite a challenge for a team of two (the babies being the most challenging).

For next year we have another big update planned that is going to add more content and make End Space accessible to even more people. We are planning to ship the next update in Q1 of 2019. Stay tuned to the developer blog for more updates or come stop in the [Discord](#)[discordapp.com] channel and talk to us and let us know what you want to see in End Space.

We wish you all a Happy Holiday season and look forward to flying together next year,

Justin & Lee

Orange Bridge Studios. **End Space launching on Steam March 29:**

End Space is coming to Steam on March 29 2018! The Steam edition of End Space features HTC Vive and Windows Mixed Reality support through OpenVR and supports Oculus Rift via the Oculus SDK.

Steam Release

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