
Half Past Disaster Download] [FULL]



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About This Game

Half Past Disaster is a Puzzle Platformer designed to send you madder than a man with a clock stuck to his face. You will embark on this tough as nails journey with your choice of Greg, or Meg, who must try to return to their own time following an incident at Clock INC (Blame Greg).

The one rule of Half Past Disaster is simple: Time only moves when you do. Greg, Meg and you, the player, must use this power to power through different stages of time, jumping off platforms, collecting hats, avoiding terrifying monsters, and most important of all, not falling to your death in a pit. Half Past Disaster brings together the super tough platforming reinvigorated by such games as Super Meat Boy, and adds in the time bending mechanic seen in such games as Superhot, to bring you a fresh platforming experience, designed to test your skill.

If you're ready to gear up for this adventure through time you better be prepared for:

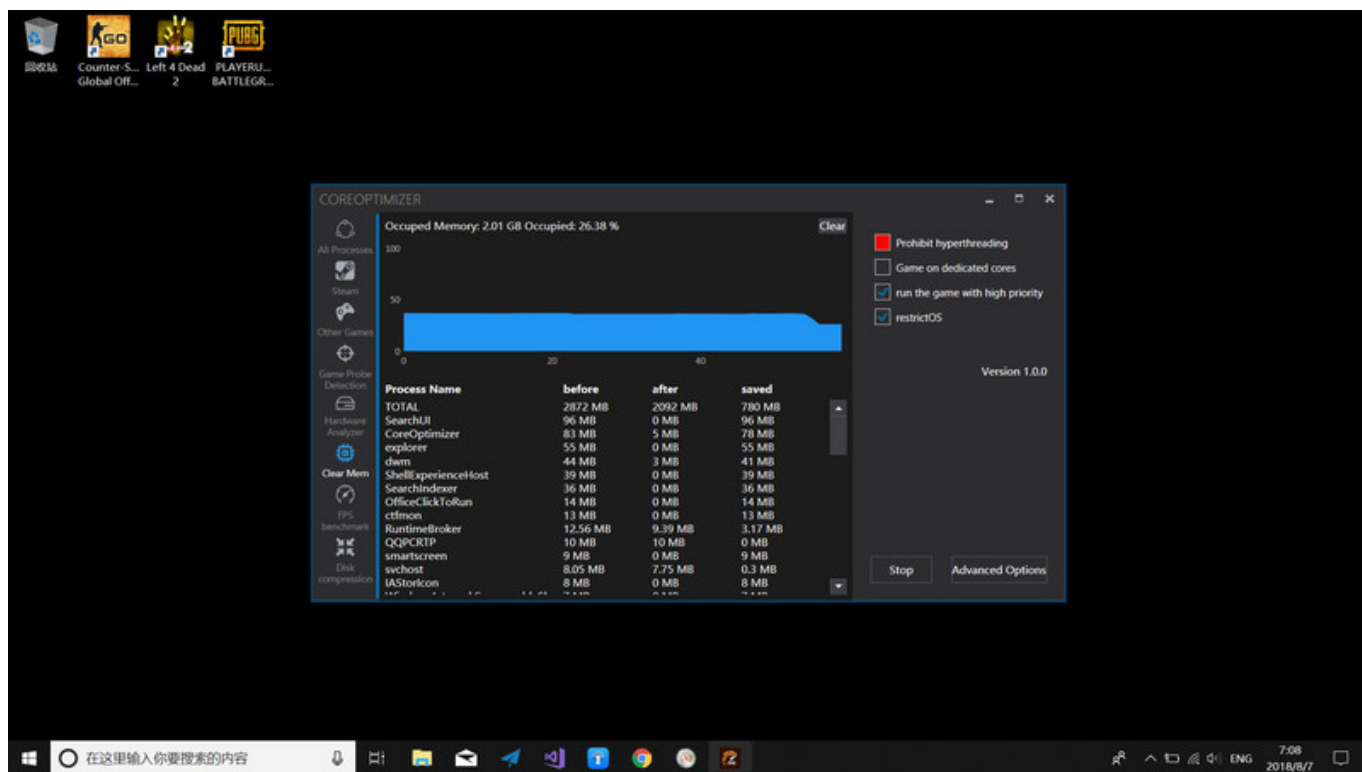
- 7 Time periods of puzzle platforming goodness.
- Epic Boss Battles against all manner of creature.
- Helpful power-ups to aid you on your journey.
- A totally original and timeless soundtrack.
- A level editor to make your own brain-bending puzzles

- A story that will have you cheering for our heroes, and hating the legal department at work.

Title: Half Past Disaster
Genre: Indie
Developer:
Golden Age Creative
Publisher:
Golden Age Creative
Release Date: 13 Oct, 2017

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English







More beautiful placeables, Funcom's attention to detail is second to none!. Okay, I was told that my Half-Life 2 may be a little too violent for my 4 year old granddaughter, although she LOVED telling me when to shoot the tounge monsters. I somewhat agreed with the criticizm and purchased this game.

My 4yr old granddaughter loves it, and it is very entertaining. the thing I like the best with this game is that it teaches them to use THE MOUSE. In this day of touch screens, a Click and Drag operation is difficult for many of the new generation. She picked up on the concept right away and became more precise on the mouse operations as the game continued. A couple of times however, I caught her wanting to drag the items with her finger on my 24" monitor.

Overall a very good purchase and I will be looking for similar games in the future. Have to keep those grand-kids entertained, and I can always play Half-Life after they go to bed.. *Update: I have just been able to finish chapter one, so I've decided to update my review*

Having just finished chapter 1, I can say I am pretty happy with this game. If you enjoy older style Point and Click adventure games then this is likely up your alley. It seems very much an homage to the Monkey Island games. I can't directly compare the two, but it has some puzzles very similar to some in those games and even a direct reference in the dialogue at one point. I will say that in comparing it to that, it is very much in the older style point and click games. If vague clues, and running around just trying to combine every item with every other item, or trying to interact every item with every interactable part of the world isn't your thing then you may not enjoy the game.

My only real compaints would be it's a tad short, but I've yet to play chapter 2 which is also included so we'll see what that adds to the playtime. As well as mentioned in my original review, that I would of prefered a way to skip through dialogue with the mouse, instead of having to use the escape key. As well as the dialgue ending up being a little hokey at times, with humor being slightly heavy handed. There are still some technical issues I'd run into, the occassional game freeze with certain interactions, the sound sometimes skips or repeats itself or animations could be a little funky but if none of that is deal breaking, i'd say the game is definately an enjoyable experience.

As a footnote, I'd like to say a thank you to dev team. One of them had been in contact with me the past couple of days, taking information from me and giving me updates on fixes they had been working on that pertained to my issues. He found the issue with my anti-virus and the games engine, that was causing all the crash issues I was having and got me a workaround so I was able to play. Any dev team willing to help out the playerbase like that deserves recognition.

Keeping my original post here, though most technical issues are no longer appliciable. Ended up being an issue with my anti-virus and the Unity3D engine.

Update: One of the devs has been in contact with me, taken information from me on my issues and said they will be working on trying to fix what they can as soon as possible.

Wish I could recommend this game, but as it currently stands for myself I cant. When it actually works, its a pretty fun retro style point and click adventure. The story seems interesting, the graphic styling is pretty good. Solving things so far hasn't been too over the top as far as I've been able to play. The only real non technical complaints I'd have for the game is the inability to skip dialogue without having to use the escape key, I prefer to play these types of games with only the mouse, so it's a little bit of a pain. As well as the writing being a little hokey, tries a little too hard to inject humor and it falls flat at times.

But when it works is not very often, between the game straight up crashing or freezing during interactions. Or the inventory UI becoming totally uninteractable without having to quit out of the game and then restart it, trying to get anything done is super frustrating when almost the entirety of the game is randomly trying to interact objects with things in the environment and its a crap shoot on whether or not the game is going to just freeze or crash every time you do. If they can fix these glaring technical issues, and the game is actually playable I'd be willing to update my review.. Not bad at all. Hope there will be season 2.. I felt compelled to write a review about this game because I have such mixed feelings about it. On the one hand, I think the story is wonderful--very unique and interesting with really good voice over work, especially for a kickstarter funded project. On the other hand, this game is so full of bugs that it is barely playable. I have just encountered a game-ruining bug in Chapter 2 that is

going to require a complete restart. (Bugs are a really big problem because there is no way to save manually, the game just saves continuously so the only options are "start at the beginning" or "continue.") I just hope the developers will take the time to patch this game or find a way to remedy the bugs that ruin the plot because I think it has potential to be awesome. I'm going to give this a thumbs up because that's how hopeful I am. :). I really enjoyed this game. The music is gorgeous. The characters are very likeable and their relationships are interesting. If you're looking for something short, sweet and cute this is the game for you.. I actually really enjoyed this short game! I came into this thinking it would be horrible but I got a lot of enjoyment out of this. I loved the story and the character development. The soundtrack was probably my favorite part of the game, very rare and exciting! The only thing I disliked was that I had to finish the game at one time because when I would exit it out, it would not save and I would have to restart. Other than that, this game is very great and enjoyable!. Doesn't contain a game mode and a tad overpriced IMO.

Other than that it works and it measures your GPU\CPU performance.

This game is hard to review, I would give it a meh/10 if I could as its very strong in some areas and completely misses the mark in others.

Its a space combat game, so no rpg elements here which for me is a great thing. The fact that this works well with a xbox controler is also a strong plus.

Interesting combat, with lots of different missons and objectives. and the Damage model is awesome how you can get cracked displays and your guns become damaged.

Gameplay is like a solid 8/10 and well worth your time.

The negatives are the visuals, everything has this low resolution texture feel, with explosions looking particually poor which is contrasted with the amazing cockpit designs.

Also for some reason that I cant quite work out the story is told with these really wooden manga\visual novel style anime stills which look very out of place and really dont gel with the rest of the visual theme.

I picked this up in the summer sale for \u00a33.59 and at that price its worth your time if you like things like starlancer or wing commander.

Its a little rough around the edges but the actual gameplay is solid. The dev's also kindly added a demo so because its a little rough I would try before you buy.

7/10. I so wanted this to be good. I get asked about a Skydiving Sim all of the time. Being a dev as well I always want to give the devs the benefit of the doubt but charging anything for this at the moment as this is clearly a very rough work in progress is unreasonable. I could never grab the risers, could only bump them. Needs a great deal of work.. Won't install new "module" based tests, so that's cool.. Slightly reduces cpu usage and increase fps but doesn't work with every game. Great support from dev.. Best game for toddlers I have ever seen. Simple and beautiful.. I first played the vanilla game several years ago, with the Western Allies, Russian, German and French campaigns. It was quite possibly the greatest RTS game I have ever played, using a great system involving infantry, vehicles and crews, artillery, officers, airborne troops, all sorts of good stuff. With the Gold version, the "Rush for the Bomb" mode is added, detailing a fictional front of WWII with the rush to build the atomic bomb.

Started as a great game, now became better.. After months experiencing VR, Gnomes and Goblins is still one of my favourite experiences, and one that I always put people new to VR in just to show them the amazing environment and energy that washes over you when you play this. Magical experience. Will be buying full version whenever releseased, great work , appreciate that there are developers making experiences like this possible.

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