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## About This Game

### Story

It is your 147th day onboard the research station Plexarium and you are conducting an exciting new experiment to study how spiders live in microgravity.

Unfortunately, your crewmates were up late last night partying and one of them tipped over a jar of gooey green Zorlithium that spilled into the spider cage. The spiders have started tripping out and some of the crewmembers have gone missing.

Your only chance to survive is to find and collect fuel cells so that you can power up the transporter and beam back home.

### Features

#### X-Ray Vision

Press the blue button on your phaser to activate x-ray vision, which helps you to see what's hidden around the corner.

#### Force Fields

Press the green button on your phaser to call down a force field. Each time a robotic spider gets trapped in a force field, you earn a bonus item.

#### Bonus Items

There are eight different bonus items that you can earn. These include radar, stun turret, titan shield, hyperion x-ray, olive

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branch, phaser boost, arbiter turret, and talon robot. Each item assists you in your quest to capture the fuel cell.

#### Leaderboards

Unlock your competitive streak by playing time trial and endurance modes. In time trial mode, you are ranked by quickly you can solve ten mazes. In endurance mode, you are ranked by how many mazes you can solve using only three lives. Each mode has its own separate leaderboard.

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Title: Plexarium  
Genre: Action, Casual, Indie  
Developer:  
Parrott Studios  
Publisher:  
Parrott Studios  
Release Date: 14 Sep, 2017

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**Minimum:**

**OS:** Microsoft Windows XP/Vista/7/8/8.1/10 (64-bit)

**Processor:** Intel Core 2 Duo, 3.0GHz or AMD Athlon 64 X2 6400+, 3.2GHz

**Memory:** 4 GB RAM

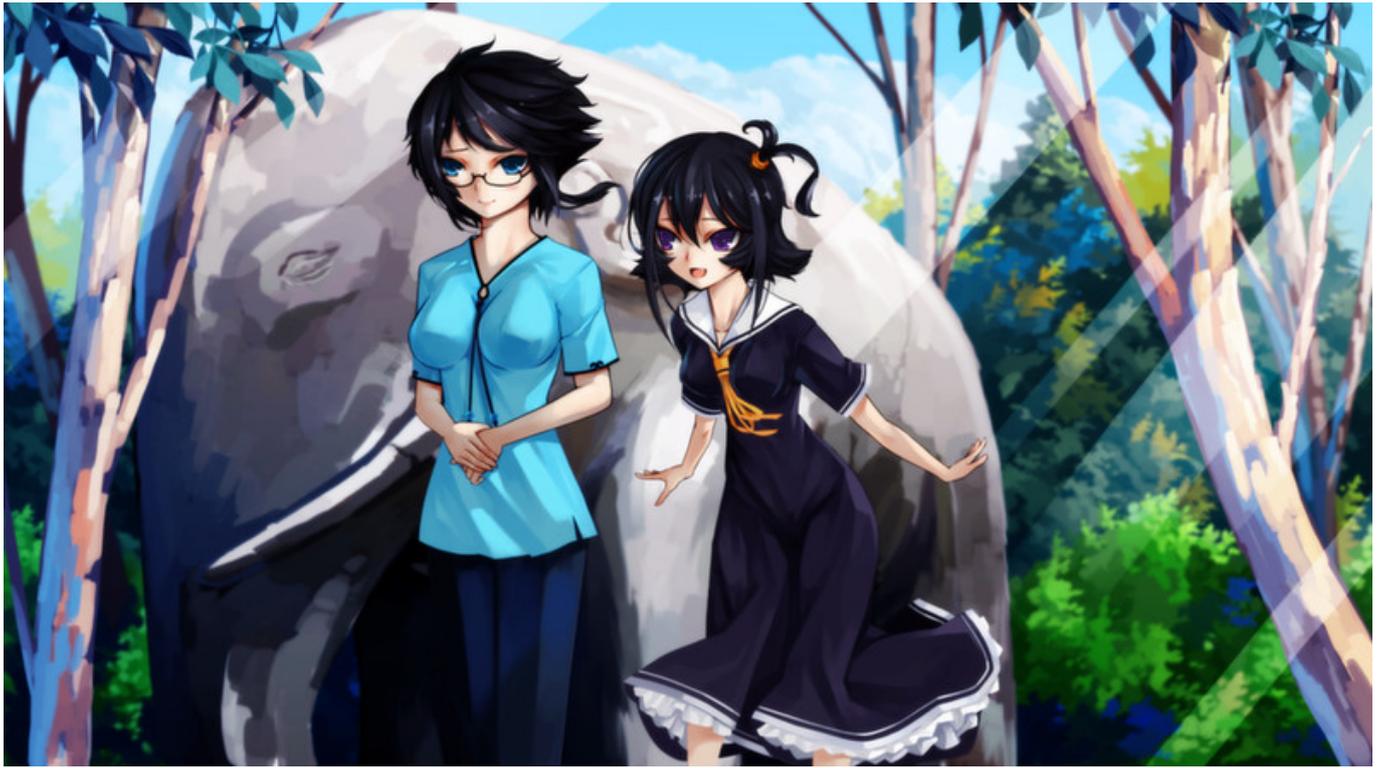
**Graphics:** nVIDIA GeForce GTX 260, 512 MB or ATI Radeon HD 5670, 512 MB (Does not support Intel Integrated Graphics Cards)

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 4 GB available space

English







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Crashing everytime.

Lots of bugs.

Impossible to change only a single property of an object (alpha, position y,...) for a specific keyframe with is a huge missing feature for an animation tool.. This game basically embodies the phrase: "Sometimes you just have to stop asking why, and ask why not?"

BeCarefulNotToBuyIslandsOnlineByMistake/ 10. I'll sum this up in one phrase - disappointment galore.

Aside from pretty CGs (there aren't many of those, sadly) and a relaxing soundtrack, there's very little of substance here. The story is boring and the characters annoying.

Text speed is quite slow and skip mode, being only slightly faster itself, does little to help with this. Save system is terrible. You only get 4 slots and no way to rename your saves as the game automatically names them some random letter-number combination you'd see from your banking app's 2-factor authentication. I often lost track of which saves were at what point because of this.

And... regarding story, I don't even know what to call this. I've seen a few label this as dating sim, but I don't think the protagonist is capable of comprehending the emotional attachment & endearment that is love. He's a typical noble with ego the size of a castle, constantly acts like a d-bag without a hint of remorse for his d-baggery, has no respect for women (or anybody for that matter), tries and forces himself on them every chance he gets, at one point even a married woman. So IMHO, this is what we'd call a doosebag simulator. No, really. The promise of "your decision shapes the personality of the MC" is simply not true. You can force him to pose as a gentleman for a good part of the game and he'll still revert back to being an ars the first chance he gets. Makes reading his cringeworthy monologues all the more annoying. The lack of character development & coherence in his thoughts is quite off-putting.

I'll summarize the plot as: the MC goes on a 2 weeks vacation on Florence, starts thinking with his rod every time he sees a beautiful woman, tries to have one-night stands and depending on player choices, succeeds to reel one or two girl in, then returns home satisfied and ever more pompous.

I bought this and its prequel after I tried out the demo for the first game. I was quite impressed with the art, soundtrack and whatever little content I got out of the demo and was hopeful, but it's been really disappointing. I can enjoy bland art and generic tracks as long as there's a well presented story and a strong cast, but apparently, these are too much to expect from this game. It still retains all of the annoyances of its predecessor.. I really enjoy this game! Its the most intense street fighting. I would pay to watch this in real life! Win at rock paper scissors, punch loser in the face! 10/10

Heres a quick vid of the gameplay I did the other day!

[Roshambo Arena Game PLay](#). The Steam version doesn't play well for me, on Windows 10 x64, like the CD/DVD versions do. I have issues with saved scenarios not loading, in fact, the game just closes with zero indications why-- the .exe just terminates. The Steme version scenario editor, in the tools section, doesn't function properly, and creating custom maps is so much work, that by the time I finish with a map and scenario, I no longer want to play: but that is solved, because the custom scenario usually WILL NOT even load. So, this game was deleted from my library, and I dug out my disk version--it is scratched some, but still works like it is supposed to, once patched.. Great game. Artwork and music really well done. Lots of fun with a friend as a couch co-op problem solver game.. I picked this up during the winter sale and was pleasantly surprised by it. I've never tried the Mystery Case Files games before and really liked playing this one. The live actors were good and well integrated with the graphics in the game. The morphing objects instead of hidden objects was a nice change. Even the credits were amusing with morphing job titles. I have windows 10 with wide screen monitor and had no issues with gameplay. So thumbs up!

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Needs cheap DLC to add lost more stuff that is not that hard to do from devs , potential is there but content is way to little.. Its ok, light fun.. I was expecting a story driven game, but its really weak. The controls with a keyboard and mouse is bad. At least i met god at the end.... I'm on Observation Duty is an original take on the Five Night at Freddie's type of gameplay. The game doesn't rely on jumpscars, however, and it has a unique, twisted atmosphere of something being just that tiny bit off. The game has you looking at security camera footage from various locations in one of two houses. At first glance everything seems normal, but your job is to look for and report any anomalies you notice. These range from disappearing objects and moving furniture to intruders in the house! I can highly recommend giving I'm on Observation Duty a try, especially at this price point.. I am only recommending this game at a heavily discounted price of \$10 or under.

I bought this game @ \$10. I think it's worth that.

Graphics are better than other VR games of the same price.

The premise and mechanics are nice.

The procedurally generated universe/galaxy is a nice touch.

The difficulty of the survival element in this game is a bit much at the average/normal settings.

My only complaint is the balancing of the elements is off.

As it is, the game is good but not perfect where the difficulty does not scale from the beginning and the lack of addition information/tutorials would have players lose interest from not realizing certain nuances that make this game unique. Also, the focus on strategy is not stressed enough. To each their own.. This game has a lot of similarities to Endless Sky, but it focuses on upgrading your own ship, instead of winning by sheer force, through buying a massive fleet. The developer is active with the community, and this game is reguraly receiving updates!. This game is has a great concept for an arcade racing game with where you can leave paint on the ground to help teammates. I really like a lot of the mechanics in this game except where you can drive by a wall and the breaze from you car cancels your points. Besides that the main draw back of this game so far is the lack of players for online play, but the cross-platform multiplayer helps with that some.. Just Awesome !!

This is the best software to make new sprites for your game.

Definitely go for it.. Experience what it feels like to have a brain tumor without all he risks associated.

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