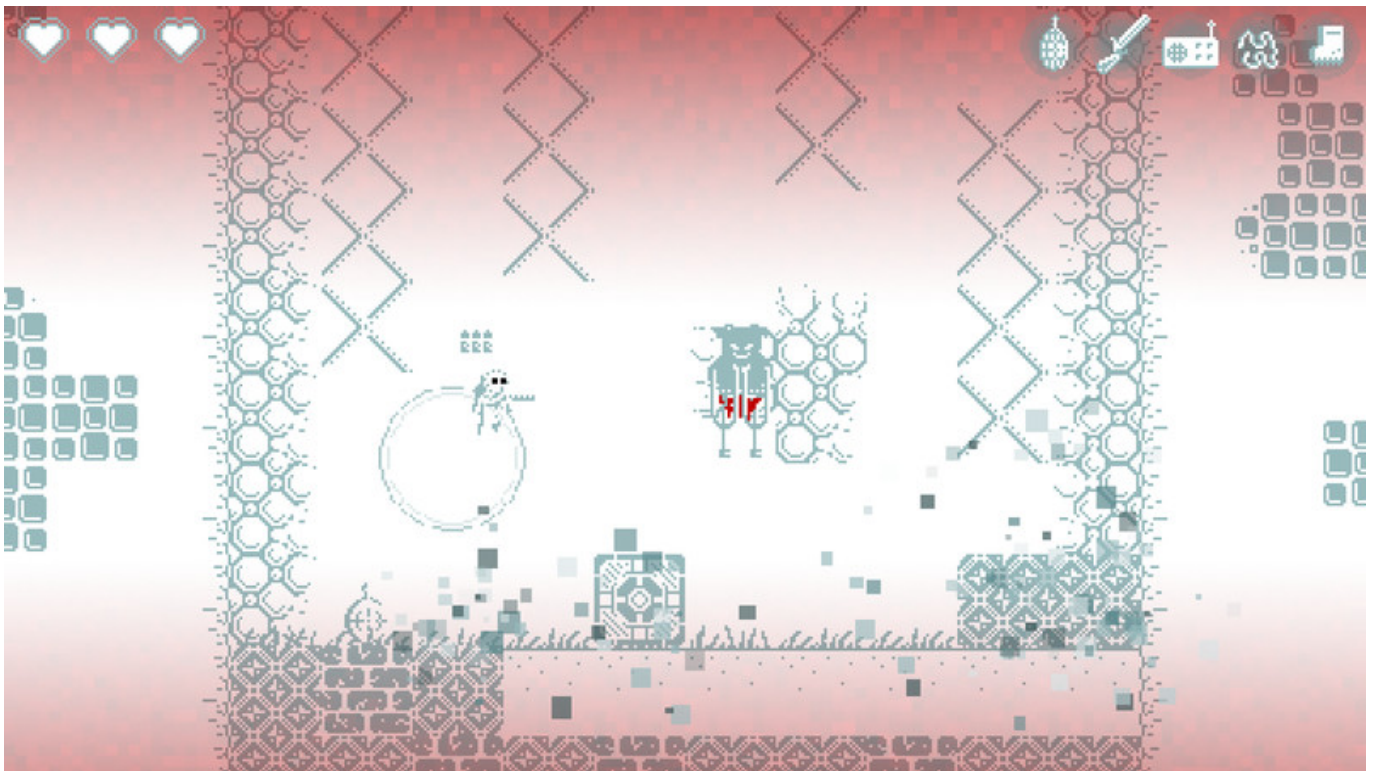


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## Dreamcage Escape Download Licence Key



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### About This Game

Can you escape the Dreamcage?

Are you ready to solve puzzles and crack codes in this new and innovative room escape game?

A strange world full of different cages, each one trapping a miniature world inside. Beautiful and magical, but creepy and captivating at the same time! You find yourself inside Cage 28 with no idea of what's going on.

The Giant Caretaker, that was looking after the cages, seems to be long gone and everything is falling apart. Find a way out, or risk being locked inside forever!

If you think you have what it takes to escape all those rooms go on and download this escape game!

Features:

- Unique setting and ambiance, unlike any other escape game.
- Complete, functioning world imagined inside a claustrophobic birdcage.
  - 15 beautiful rooms to explore!
- Dozens of challenging quests and original puzzles!
  - An escape game you will remember!

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Title: Dreamcage Escape  
Genre: Adventure, Casual, Indie  
Developer:  
Big Loop Studios  
Publisher:  
Big Loop Studios  
Release Date: 16 Nov, 2016

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English







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Is Bond too boring? Bauer too bland? Bourne too blasé? Throw all that other junk out the window and step into the boots of our unnamed, unburdened-with-backstory white male hero, who after copious amounts of debate and study I have dubbed Paul. Paul is the single most manly person alive, with baseball hat and sunglasses combined with his trademark tactical.. shirt.

You may be asking, but what about the game? I will inform you. Upon starting Alpha Zylon, three tantalizing choices of mission await. I, like any good person, played them in order, and will describe them as such.

**DESERT WMD SEARCH:** Run through the desert avoiding tiny mines, LMG-wielding Middle Eastern people, AK-47 Middle Eastern people, and white Hummers driven by no one. If you survive long enough to reach the bunker, watch out! Bombs are falling everywhere. Proceed on past the bunkers while carefully knifing every AK wielding terrorist to proceed to the second stage of the first mission, a sniping mission set in a bustling plaza.

Unfortunately, I am not as manly or skilled as Paul, and this is where my first mission ended because despite my sniping expertise in keeping the nuclear weapons traders alive, I couldn't kill the ghost hummer that shows up to buy nuclear weapons without also killing the trader. I hung my head in shame and moved on.

**JUNGLE PREDATOR RAMBO PREDATOR:** In this scenario, you must stealthily knife white blond dudes as you avoid caltrops that are, at best, eight pixels wide before deploying and approximately the same brown as everything else. This is a challenge, but one I was mostly up to (aside from when the caltrops sucked me in when I clearly made the jump over them). If you progress far enough in JPRP, you can save some brown hostages in white suits who are either waiters or just impeccably dressed, who then speak incredibly racist gibberish and run away. I died too many times to caltrops and had to once again bow out gracefully.

**MANHATTAN CHASE:** Run along rooftops after speaking with the exact same model of the hostages from JPRP, now a rich penthouse owner in New York. As you run, shoot approximately 200 black people with your Desert Eagle and avoid the mini-gun toting black people hanging out of windows. This is a 2D platformer where you jump and shoot, but unfortunately my journey ultimately ended early here too. After two very successful runs both culminated in me falling through a building and to my death, the game crashed and Paul presumably retired. I only know this section is officially called Manhattan Chase because upon crashing, Windows told me that was what it was called, leading me to believe each level has its own executable. That's dedication, folks. That or the third mission's name is the executable's name for all three which doesn't make sense but not much in Alpha Zylon does.

After I finished fighting across three very racist and confusing and deadly environments, I realized Alpha Zylon isn't a game. It's a work of art, a **statement** if you will. Much like Alpha Zylon is hell, so is war. War is hell. War is often racist and confusing and innocent people, like Paul McDiesalot, often get hurt. So is Alpha Zylon a very shoddy 2D platformer with 3D sniping segments, dotted throughout by strange racism and broken English? No. Alpha Zylon is a look at war through the lens of gaming, as Spec Ops the Line approached but done much more masterfully here, of course. Alpha Zylon is a stunning and

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emotional look at how war can ruin lives in all manner of places, no matter what race you are.

A quick note I originally forgot to add, the music in this game is sublime. Ranging from strange percussion to insane techno desert loops in the sniping mission, Alpha Zylon's composer is a virtuoso who can stand next to the likes of Elfman, Williams, and Zimmer, elevating Alpha Zylon to cinematic perfection.. The plot is compelling and original, but despite the innovative combat interface the combat still feels like a generic fantasy RPG. Many of the quests are interesting, but some are tedious and fall into what I call a "queue stack", where what you really want is A, but then you need B to get A, and then need to do C to get B, so you have to do C to get B to get A. The writing is full of a quirky sense of humor with lots of Fourth Wall breaking and Lampshade Hanging, but unfortunately also a distinctly Libertarian political bent (at one point, one NPC literally rants about monetary policy and exchange rates).

I got it because it was on sale for only \$0.08, making it the best \$0.08 I ever spent. But I'm not sure it's worth paying full price.. I reviewed this just for the badge. It's sucks.

It just a flight plan that you can do in free flight much better.

Take off here and land there just it not like other missions have a story or something that separate missions from free flight.

Don't waste your money you can buy better things with this money.. At the moment Clutch is only 2.99 Euro and at this price, buy it. But the normal price of 9.99 Euro is too high in my opinion.

The story is simply stupid and it does not help at all that the short story snippets are triggered by particular missions, which you can play without any order.

But apart from that, for 2.99 the game offers quite some fun. What is not to like about a car that eats zombies?

#### PROS

- + the various racing modes are fun
- + pimping your cars for maximum zombie destroying (and eating) power is fun
- + great soundtrack
- + wreaking havoc feels very satisfying

#### Cons

- ridiculous story, which is barely there anyway
- a bit repetitive after some time. This game was a lot of fun! I'm just sad that the devs quickly moved on to Super Monday Night Combat which wasn't as fun but was the only game my friends would play because they were cheapskates and didn't want to spend money. The entry fee of \$20 (the original price) was fair and everyone was on pretty equal footing. It was pretty much a cross between TF2 (before the accessory nonsense) and a MOBA.

Then Super Monday Night Combat came along with its Mobile Game economy (free to play, pay to win) and both games' communities just died. If you can get a fair number of friends together (at least 8 total people), go ahead and give this game a try. It can certainly keep you going through a LAN party (if anyone still holds those any more) or if you're bored on a Monday night, just hop on and do some Monday Night Combat!. **From what I gather, the programmer/creator is a child - so only buy this tool if you want to throw a buck in support of a potential future game creator. I say 'tool', because this isn't a game by a long shot. You are quite literally getting what you think you are getting. There isn't even a menu. It loads up and simply asks you to do elementary addition and subtraction. I hear it even repeats the same questions. Needless to say I won't be playing any longer. I am quite good at math, but this just feels like work. Her father probably should have encouraged a bit more effort before actually selling this, but again, my support goes out in the form of my dollar and this upvote.**

**At this point, I won't refund because I'm fine with supporting a silly little project BUT if this sort of practice becomes a trend, you won't find me staying onboard. It's a one trick pony, of sorts. I also hope that for the small asking price, we may get some QoL updates like a menu and some more complex math questions. It would be neat to observe the learning arc of the young programmer over time through this game (and others).**

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It's a very basic "find the object" type adventure game followed by a very basic QTE combat dungeon crawler. I recommend it for spending some time in a cute, soft world full of dumb dumb, talking animals, where the biggest threat in existence is no match for a determined 10 year old with a paddle.

If you want a good game, look elsewhere!. I've played previous versions in my youth...LOVED IT THEN LOVE IT STILL.....one of the best flight sims ever up there with the falcon series...glad to have it back time to break out the old Microsoft force feedback 2 and splash some bogies. All of the aesthetics of a fantastic cyberpunk game that mixes the influences of Deus Ex with Uplink to create a fantastic world of conspiracy, espionage, and intrigue. I love the premise and the futuristic Cold War setting that is delivered slickly and stylishly with Sigma Theory.

All Early Access Games have shortcomings and despite these it's still a very promising title and premise, which I hope the developers expand upon mechanically.

The core game-play is akin to a digital card/board game mixed with interactive story-telling vignettes. There are two major play spaces, the strategy layer and the ex-filtration layer. I'd argue that there exists other minor play spaces, such as those for technology and relationship(s).

The strategy layer game-play is by far the most well developed, presenting the interaction with foreign governments and tasking up to 4 agents and 2 drones to various locations. The number of actions allowed per turn is just about right, never becoming tedious to ensure that all 4 agents are doing something and even allowing you to schedule in a few meetings with foreign government leaders.

The ex-filtration layer occurs fairly rarely, where players will provide on guidance to an agent token on rails as s/he escorts an asset out of a foreign country. The player interacts with the agent through a series of text-interactive elements as the events unfold to either evade obstacles. They are varied enough that you don't know exactly what will happen.

#### Great Features

Art direction is fantastic. The portraits, exfil city scape, world map are all fantastic for the genre of game and setting for a near future cyber spy game.

Story and writing. It's kind of stereotypical but very well written. Vignette question/responses actually involve reading comprehension.

#### Glaring Short-comings

Beyond the learning curve, the game is short and runs through a relatively simple loop.

The "Political system" of interacting with heads of foreign Sigma agencies is the hidden OP loop, enabling the player to progress with minimal risk.

The technologies sound fantastic, though mechanically represent either stat/trait boosts for agents or a one-time event for the strategy layer. They don't change or significantly impact how the player will approach problems in the game.

There are a few gaming loop traps, such as once you start winning, you end up bombarded with enemy spies at home forcing the player to perform counter espionage missions for many turns in a row just to keep up, lest you suffer the consequences of lost personnel. Even worse, some of these attacks come from countries which have even exited the game already.

#### Weird

I think the scientists would still use Dr. instead of "Pr." in front of their names in the future. I can only assume that it's was a choice during translation and is the short form of Professor or perhaps a French convention.

<Early Access Review, 10 hours. With current content and development, it's been a few games played to completion and a few games that played beyond the point it should have been completed.>. man good, i cried. I play this when I'm bored and have money to spend.. This is a strategy game where you build up planets and asteroids to then attack the enemy and destroy their bases. The graphic are pretty simple, so nothing grand there but they are ok for such a game.

The strategy is also simple from what time i played, but i guess it gets more complex later in the missions.

The story for the campaign is a bit boring from what i could see. Maybe its me.

I will cautiously recommend this game. It's not great but at the low price below 10\$, it should be worth a few hours of fun.. Physics-based match-3 dropping balls game. Casual but somewhat challenging. Recommended. Similar to Atlantis: Pearls of The Deep, but more simple.. It's 0.99. Wud eat again



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