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About This Game

INESCAPABLE HORROR

IMMURE is a story driven, psychological horror game. Will, the protagonist, has found himself trapped inside a foreboding Mansion with no exit. To escape, he must travel through strange doors which lead into other dimensions, filled with tormented souls. Will must choose to save or destroy these wraiths, in order to discover the truth behind the Mansion along with his own fate.

GAMEPLAY

Explore haunting environments in search of clues to figure out how to escape. Use the Shining Trapezohedron (a mysterious crystal that is bound to Will) to shed light on your surroundings and reveal hidden messages, visions of the past and other secrets. Be careful while you explore! There will be monsters hunting you down! You must avoid being caught or face certain death.

DEVELOPMENT

IMMURE is currently being developed as a passion project by Wither Studios, a small indie team from Pittsburgh. We will be selling IMMURE in Parts, in order to get the game in your hands quicker. Part One offers over an hour of horrific content and this is only the beginning.

FEATURES

- Unsettling Atmosphere
- Unique Gameplay
- Dynamic AI System
- Multiple Solutions
- Engaging Mystery
- Blended Hand Drawn and 3D Art
- Inventory Management
- The Shining Trapezohedron

Title: IMMURE
Genre: Indie
Developer:
Wither Studios
Publisher:
Wither Studios
Release Date: 8 May, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Microsoft® Windows 7 / 8 / 10

Processor: 2GHz+ or Better

Memory: 2 GB RAM

Graphics: Pixel Shader 4.0 support

DirectX: Version 11

Storage: 2 GB available space

English







A Zen Soundtrack and cute graphics do well to present a chilled yet slightly oppressive atmosphere. The characters are well animated; with different gestures for each emotion; syncing well with the dialogue. As you complete quests for your \ud83e\udd16 colleagues; you learn more about their (sometimes tragic) back stories and the mysterious office of robots.

Most achievements are tied to beating the boss in each zone and if you are only in it for achievements you can just skip all other levels and only do the boss fights. There are some major grinds in the game, but thankfully one of them (100,000 rounds fired) can be done while idle if you build things correctly, follow the guide in the community hub for ideas).

- Useless "prestige" trinkets (uses slot - does nothing)
- The standard character hats with candles attached - except for the elf, her's one that looks at least a bit fancy
- Ingame V background music as .wav soundtracks
- A video how the animations got developed
- A drawn map of \u00fcberschreik (don't bother it, its not really connected to anything ingame related imo)
- *AND - actually the only good thing - an vermintide artbook PDF with original scatches and mockups (which kind of depresses me every time i give it a look due to the fact that fatshark missed so much content or implemented it a lot less fancy :-[)*

7 / 10

But as always you can judge for yourself by watching me be stupid while playing here is a video of me playing for around half an hour condensed into 15 mins
<https://youtu.be/r-UPPqUYmJg>

Bad art, bad translation, not sexy, and moves very slowly. This may be intended more for a female audience, and that's fine. I'm glad other people seem to like it but it's just not for me.. I got this to have that cliché game to play with the Wife.

This is a hidden object game with a few mini-games between each round of hidden objects rooms.

Not bad for what it is, but I wish these kinds of games had more mini-games and more complex puzzles.. Fun, clever little story with a lot of options and different directions you can go in. Very enjoyable.

I very much enjoyed being able to choose my character and their romantic interests with at least some degree of precision, then have the story respect that choice (instead of just swapping out character names and pronouns to approximate it).

That said, \$4 is about the right price for this game; that's about what I'd expect to pay for a short novel, and it's good for the 2-3 times I'll probably actually end up reading it. Much more expensive than that would be silly.. I really like this English course, it is very complete, it has everything I need to learn grammar, vocabulary, practice my pronunciation and practice my listening comprehension, etc.

Absolutely the whole app is in English and I think that for that reason anyone with any other native language can take advantage of this app, everything in English takes me to a greater effort more to learn, (it has more benefits in itself) search in the dictionary If I find a word that I do not know and thus grow more and more in my abilities with this beautiful language.. its basic but very fun just you looking down placing towers and upgrading them recommend for a break from manic vring. Add me and play for free. :). Bought in December, after it came out of Early Access (it shouldn't have). Didn't play it until yesterday, so can't refund it (Steam's policy really should be within 14 days of playing first time, not purchase.)

The controls aren't the best, the keybinding remapping doesn't work, there's bugs and other weird issue (like enemies attacking through doors). The text sometimes randomly changes to Chinese (when using English) - and when it's in English, the translation is very bad.

I'm a fan of game like this - tough, roguelike isometrics and generally do well - Binding of Issac, Enter the Gungeon, etc. This game is a pale imitation of that genre.

All this could be forgiven, but for one thing - **the developers have abandoned it. Apparently, soon after it went 'non early access', they stopped updates, patches, or even communicating in the forum. Just vanished. Worst thing a game maker can do. I'll never trust anything from this studio again, and will keep an eye for other game studios where it's management employees end up.. this game dont let me to play**

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