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## Robots 2 Unknown World



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### About This Game

After the battle for Vapeland, the robot Pip and his team decided to attack the planet Kokostan. They equipped the spacecraft and made an intergalactic leap, but something went wrong and the robots did not go to Kokostan, but to a completely different world - Narkoland. Immediately as they left the ships they were surprised, since the graphics in this world are low-poly. After a while, our robots met others - the enemies from Kokostan, who also got into this world, and between them a skirmish ensued.

All were killed, only the robot Pip was left, who needs to get out of this planet, incidentally destroying enemies.

You play for the robot Pip, and you need to get out of the planet Narkoland, destroy enemy robots and find the way to Kokostan.

Features:

- Continued Robots Attack On Vapeland
- An unusual mix of low-pole + normal graphics
- Good graphics and powerful engine Unreal Engine
- Game genre: 3d shooter game
- Simple and fun gameplay (running around, shooting robots)
- Good soundtrack
- Steam achievements

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Title: Robots 2 Unknown World  
Genre: Action, Adventure, Casual, Indie  
Developer:  
Nikita "Ghost\_RUS"  
Publisher:  
Ghost\_RUS Games  
Release Date: 13 Jul, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows XP\Vista\7\8\10

**Processor:** Intel Core I5

**Memory:** 4 GB RAM

**Graphics:** NVIDIA GeForce 400 series or AMD Radeon HD 6000 series, 1GB Video Card (Minimum Shader Model 2.0)

**DirectX:** Version 10

**Storage:** 2500 MB available space

**Sound Card:** DirectX Compatible Sound Card with latest drivers

English

SPHERES 0  
COLUMNS 0  
LAYERS 0  
TOTAL 0



3x3x3

3x6x3

4x4x4

5x5x5

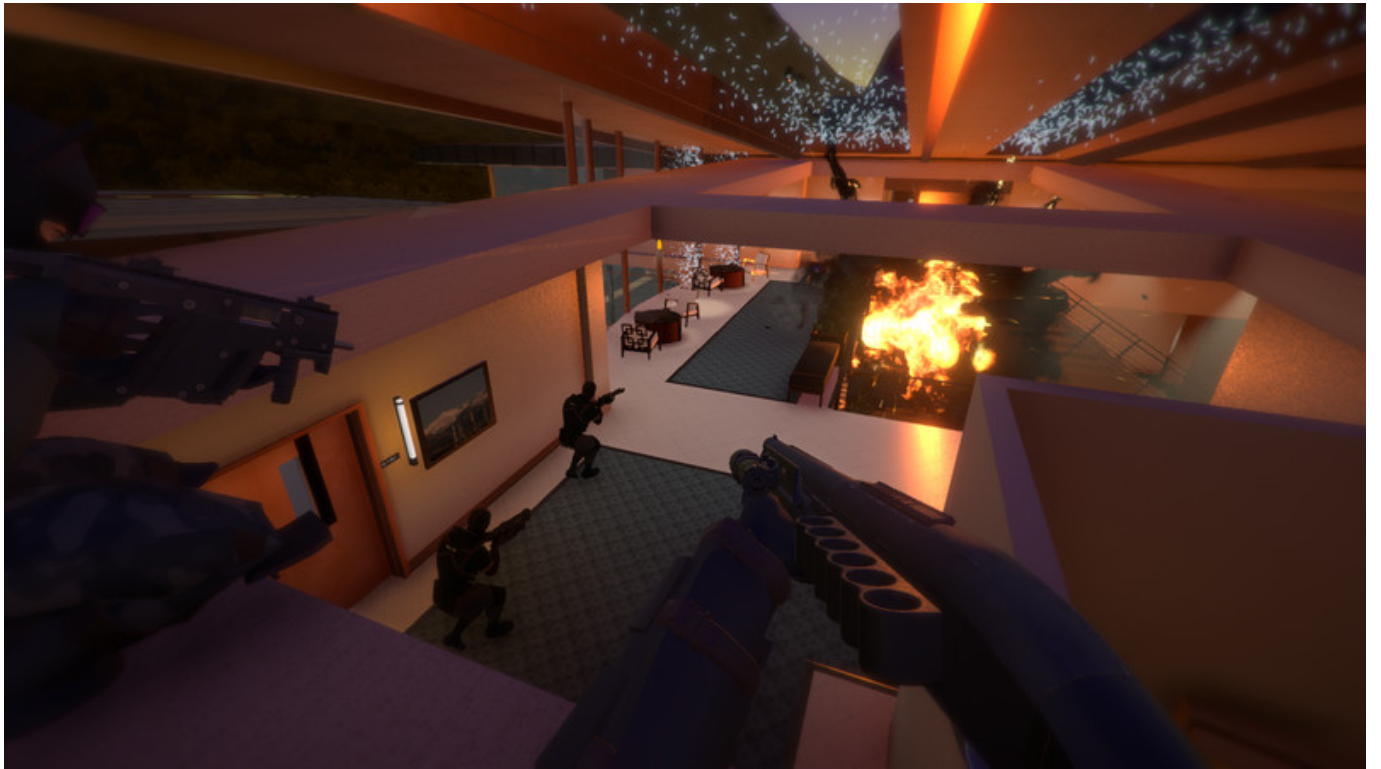
6x6x6

7x7x7

Atomic Sky, v.3 s

HELP - F1

Music  
BIG BANG





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Very good design and ambiance.

Lights feel pretty well managed (The lab renderer technology ?) and immersive.

Gameplay and design make it very attractive, can't wait for the final game.

Will buy it.. You play as Mr. Whiskers, a very round and fatty kitty that goes on a journey looking for his best friend Mr. Choo. It's just happens Mr. Choo make the best dumplings in the world. No wonder we play for so round kitty.

Very fun to play, but game really shines when it comes to visual style. Very colorful, environments so beautiful and scenery that I personality to each of the game's level.. I think it's boring and dumb. I honestly did not know what to do after a while of playing. Unless you want to be confused and bored, **DO NOT GET THIS GAME!!!**. Inescapable is not a great game. It deserves its mixed reviews. At its core, it's a mostly capable platformer. The controls are fine. It reminds me of Blackthorne, but not nearly as good.

The environments aren't particularly exciting and lack variety. One area is a cavern with orange rocks. Another has green rocks. Another has blue rocks. Aside from the colors, they're basically the same.

The enemies lack variety. There's only two or three types, and you'll soon get tired of shooting the same enemies over and over.

The story is a mixed bag. I must admit that I tuned out about half-way through, but it has a "Cthulu in space" vibe to it that some gamers may enjoy. Unfortunately, the ending is basically non-existent. So even if you get into the story, the ending will almost certainly leave you flat.

Gameplay mostly consists of finding keys and artifacts that allow you to open doors and progress. This would be fine if it didn't involve so much backtracking. And oftentimes, you open a door, thinking you've just made some good progress, and the only thing behind the door are two more locked doors. Ugh!

Even with all these problems, I was ready to give the game a slight thumbs up until the ending. I enjoy the genre, so I played through the game with a forgiving nature. Perhaps too forgiving. Then the ending arrived, and it just wasn't worth it.

I'm not one of those gamers expects the world from a \$5 game, but I just can't recommend it at that price. Even if you're a fan of the genre and don't mind keeping your standards fairly low, I'd recommend getting Inescapable only if it's at least 50% off.. This game is still in early access but it's worth the it. There is a lot of promise comming to this game, and the Devs are working very hard to make this game becomm something super amazing!. I gotta admit I see a game from 2007 going for under \$2.00 and I'll pass it by usually, For some reason I stopped on this one and I am sooo glad I did. I really got to hand it to the people who made it. I'm a big WWII nut and am fascinated by it for some reason.

For a 2007 game it looks great, all the little details from the crewmen walking around a ship your zooming in on to the little bubbles your depth charges make to just the way your ships move through the water and the smoothness of seeing planes in the distance dive bombing a target and landing on a carrier, to the way a ship you've just either torpedoed or hit with a volley of guns slowly sinks. It has a really nice look to at and I'll admit I'm one of those graphics make a game better kinda people. I'm an artist and I love to see computer art just to see what has been done. This may be old but I am really impressed and I haven't even started with the gameplay.

This is a simulation and a great one at that. Everything is just how I would ask it to be done if you asked me how I would like this type of thing be done. You can take control of everything and it is just seamless and just works right and when your not in control you can count on the AI not to go full Ben Stiller in that one movie, which is a huge point if your gonna do this kind of set up.

This is just a neat great find of a game that I had never even heard of until I saw it while looking for something cheap to get. I got the Midway and Pacific bundle and can't wait to see what Pacific is like as it is 2 years later, I hope it's even better looking/playing.

In other words if you want a good SIMULATION experience with just the right amount of hands on action don't even hesitate

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like I almost did because of the price and obscurity (to me anyway). I capitalize simulation because before I purchased I looked up a gamespot review (I know) and though they liked the game they kinda complained about long times between action or some such. GOOD! I'm sorry but WWII didn't happen in a way that fit in snugly with your COD expectations and being a simulation I want things to play out how they would naturally and if that means I lie in wait for what might be an entire level in another game so be it. I love fast games myself but when I want strategy I don't want punches pulled for the whiners out there and they didn't. Not to say nothing happens far from it. This is as I stated before very exciting stuff for me as I've watched these ships and planes on film for so long that to be able to realistically control them whether directly or through commands, and see what (sorta, it is a game after all) challenges first hand goes into actually getting something done on such scale is great. I could honestly go on and on, I haven't researched this title or companies involved and have no idea where this IP is at, but Oh Wow could I imagine what they could do with todays PC's.

. Looks like a good game. Love the graphics and the music. Bit fast a furious for me, I did get off the bottom of the leader board though! Maybe one day there will be an "Old Dears" mode, with slower monsters and easier to see. For the over 50s!

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Don't make the mistake of buying this when intoxicated, like I did.

You get a reskin for a single gun. That reskin may or may not change the stats of the gun. I don't care, that will not change my opinion on this worthless DLC.

You also get some other tiny crap that you can use in O-N-E of your playthroughs.

The reskin is available in all playthroughs but makes picking up duplicate dropped weapons a chore, since you do not automatically get the ammo from it. Therefore I sold the gun shortly after.

This DLC is not worth a single Dollar/Euro/Rubel/Yen.. Just wanted to post this while the game is on sale still and just got an Evil dead update. This is a pretty cool and fun gme that is a time killing roguelite where you choose a character and try to make it through a level alive avoiding traps and finding survivors. You can contorl the survivors together with your main as a group, and switch control for lead between them. It could be alittle confusing at first but only for a moment, till you get the gist of it, like attacking effectively between lead and followers. The items are random, same with traps enemies and room layout. I've used the contorller, dunno how the mouse and kb hold up, but it's pretty smooth with the controller. There is an ultrawide setting, but it cropped out the top/bottom portions of the UI which made it tough assigning items so I had to switch back to 16:9. It's in EA though so to be expected. While it's 5 dollars it's definitely a steal. Still worth it at 10 too imo.. 10/10] This is great on every level. Reminds me of LSD Simulator in a way. The fact that this game didn't get me bored at all was something I was looking for in games for a long time. Especially seeing a Vaporwave-themed game like this is kind of a dream come true. Great puzzles and great story! I love it! Great job devs!

One more thing (don't read if you haven't beaten the game!)

WHAT AN ENDING THAT WAS, TRIPPY AS HELL! Made me uncomfortable but holy♥♥♥♥♥♥♥♥ The part where the graphics get realistic and then it just goes full trippy got me weirded out and amazed me at the same time. Again, INSANE ENDING! . Thank you Maddyson for such warm game. Completed it in single breath!

Спасибо, Мэд. Жалко ничего с Анной не получилось :(. Darwinia with extras plus multiplayer. An already amazing game gets amaziner. Strategist everywhere rejoiced and purchase this asap so you can treasure for the rest of your lives!. Game completed!. really bonkers game, funn. I used to watch my brother play this game several years ago when i was little, I'm glad to be able to experience this game myself. My only complaint is that movement and aiming are both tied to the mouse, I would rather have movement use WASD so moving while aiming, or shooting ground objects without moving towards them would be easier. Other than that it's a great game that brings back great memories.. From my experience of the game playing as "Elemental Flux" for one game:

Nobody plays

The bots are terrible

The gameplay is slow and clunky, hunger feature is out of place for this genre, difficult to tell whats going on due to bad V lack of feedback mechanics and finally the item and scroll system is so flawed, it is similar to if dota 2 or league of legends locked most of the items in the store behind account level walls and in the out-of-game store (the one where you buy characters and skins, which by the way are very reasonably priced, maybe even too much so, being \$1 each) which seems to be a way of draining your in-game earnt currency (similar to the runes system of league of legends). If you play against another player who has played more of the game (not that anyone is playing) you are at a HUGE disadvantage as they would have numerous items and scrolls that you cannot buy and have no clue what they do.

Which reminds me that on the menus the descriptions of each character is so bare bones, no numbers or anything are shown, the character descriptions on this page are about as detailed as they get for this game.

Such a small game, which such a small following will likely die rather than become anything of worth.. It's like super hexagon. Except harder.



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