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About This Game

Description

Mystery Stone from Heaven is created by Simple Studio and based on UE4 engine. We designed and recomposed a fantastic story based on the history of Shuidonggou that was a national 5A scenic spot. One day in 2008, an archaeologist discovered a fragment from a shinning stone. With curiosity and doubt, he traversed into dream which located on a huge maze made of Grand Canyon in 40,000 years ago (Quaternary Glaciation). Exploring with brave and wisdom, the secrets were uncovered slowly... After finishing the adventure of Paleolithic Period, the archaeologist went into the second dreamland which located on the Great Wall of Ming dynasty (500 Years Ago). The left side of the Great Wall was immense prairie belonged to Tartar of Mongolia and the other side was magnificent ancient city belonged to Ming dynasty. At the meantime, new thrilling challenges emerged...

You would learn how to drill wood to make fire to survive, make stone implement, search the ancient roll, kill the wooly rhinoceros, collect the skeletons from an elegant princess and other clues to unravel the spectacle and secret of Shuidonggou. The VR Game was designed elaborately and good for educating. You would not only enjoy the fantastic VR Technology, but also witness the wisdom from our ancestor in Shuidonggou.

(Attention: Preventing from getting hurt or harming on others, please do not play VR game with drastically intense and long workouts)

Features

Subtitle Chinese and English subtitle, Chinese dub.

Massive Environment Unique Yadan landform of Shuidonggou, magnificent Great Wall and thrilling Troop-hiding Cave. Various animals from prehistoric age Saber-toothed Tiger, Mammoth, Wooly Rhinoceros, Deodicurus who had been extincted.

Abundent Interaction: Drill wood to make fire, hunting Wolly Rhinoceros and collect properties into Bag System.
Creative Inspiration Shuidonggou is one of the earliest excavated Paleolithic Sites in China. It is honored as “the birthplace of prehistoric archaeology in China”, “The historical evidence on cultural exchange between China and western countries”. Shuidonggou is also listed as one of “the 100 archaeological discoveries on the most significance about Chinese Civilization ” by China. It is National 5A Tourist Scenic Spot, National Key Cultural Relics Protection Units, National Geological Park. What’s more, Shuidonggou is the most intact three-dimensional system of military defense about the Great Wall in China. Shuidonggou can be literally comprehended as “Water Cave Channel” in Chinese. Because of restless rivers, cave eroded by yellow river and channel formed by flowing stream.

Title: Mystery Stone from Heaven
Genre: Adventure, Casual, Simulation, Strategy
Developer:
Simple Culture and Creativity LLC
Publisher:
Shuidonggou Travel Development co.LTD, Simple Culture and Creativity LLC
Release Date: 12 Nov, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 or newer

Processor: Intel Core i5 4590 or AMD FX 8350 or greater

Memory: 8 GB RAM

Graphics: Nvidia GeForce GTX 970/AMD Radeon R9 290 equivalent or greater

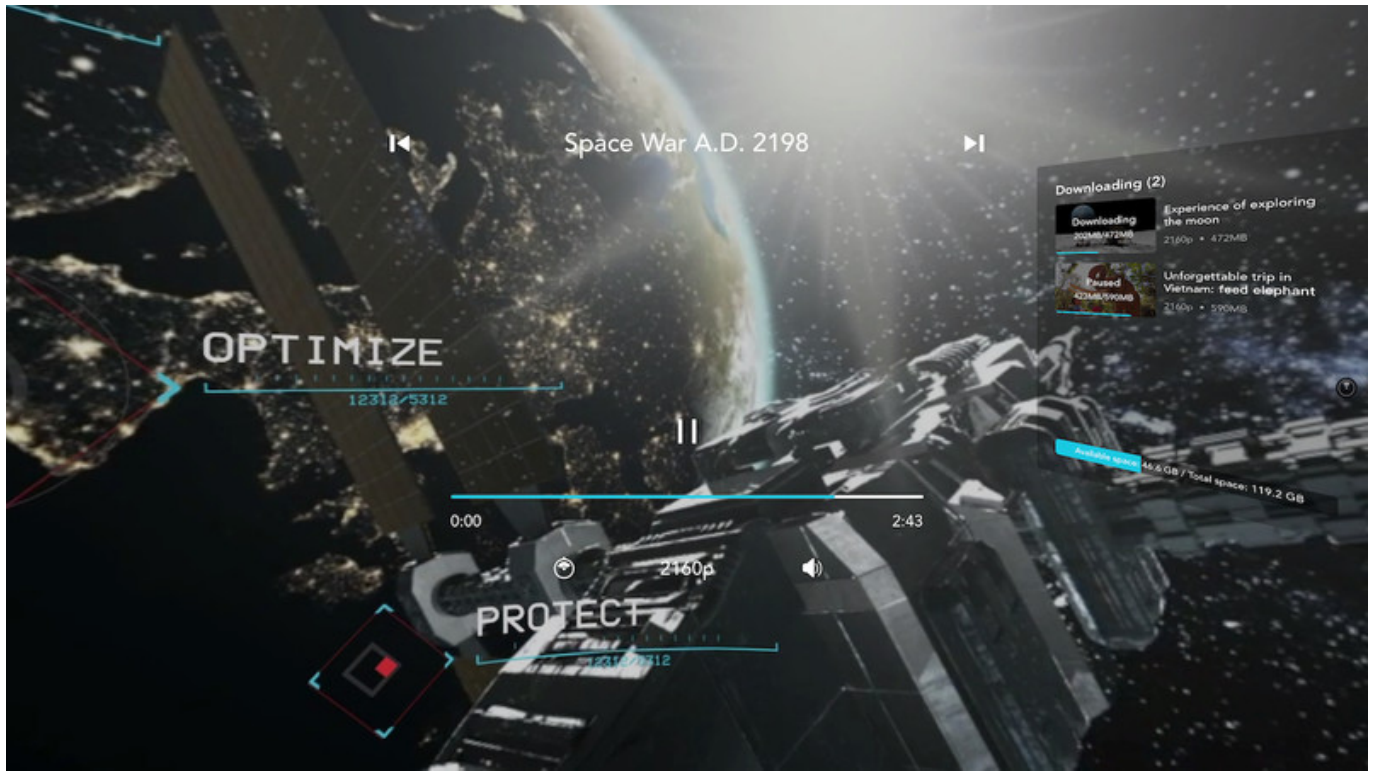
Storage: 8 GB available space

Sound Card: Windows Compatible Sound Card

Additional Notes: HTC-Vive with touch required

English,Simplified Chinese





Select your Hero

SELECT A OK B BACK

Joanna

The light in your eyes is strong. I believe we could defeat the Demon King together.

Start a game

More Info.

Starting Cards



Another game where I wish steam would allow us a rating out of ten, rather than plain good/bad.

If this had been a whole game (as opposed to no 1 in a series) I'd be recommending it wholeheartedly. But on finishing the game you will be annoyed to discover that it is chapter 1 in a series of... I'm guessing..... at least 4 games.

I have just noticed chapter 2 has been released and so now there is hope that the plot might be completed. So fingers crossed, one day the whole game will be available. At that point I would recommend it. It is a dark, well written, story rich point and click with some complex characters and good puzzle design.

I can't recommend it now as lots of us are really annoyed at episodic games that never get finished.. This game does not seem to know what it wants to be. The horror aspects look good expect the cut screens keep causing the game to crash. Added to that are puzzles designed for a five year old. I expected something a bit more challenging and puzzles that aren't basically find waldo.

Appears to appeal to a lot of people but to me a good concept ruin by stupid puzzles.. Its a very nice supplement for the main version of the visual novel. I really like addition of the characters part in the gallery. It gives a nice touch to the game.

I like the new music and the price is pretty reasonable.

I have to reread the original version because I already forgot Kotori and Amane's routes and I need a bit of background again.

I still have to actually read the visual novel but first impressions, it looks great.. Game just released and developer already pushed a patch with QoL enhancements for PC. I was a bit unsatisfied at first with some things being to vague. First patch implemented popup windows to show stats for skills what made things much more clear and enjoyable.

You character slots level up at the end of a mission based on actions they did. Not sure of the exact math be attacking more and getting more kills seems to give me exp. Leveling up gives that character straight stat boosts. Also you get loot from winning missions or from the shop to that you can equip. Loot gives straight stat boosts as well and is how you would tailor your characters (e.g. more damage or more defense).

The game is kinda like a very simple turn based Diablo (the first one), but with missions on small maps.

- . - Local multiplayer only
- Short campaign
- All characters play the same
- Unplayable with Mouse and Keyboard
- Unsatisfying combat

- + Great concept
- + Steve from Minecraft makes a cameo
- + Enemy design

Well polished twin stick shooter with good design, nice visuals & decent sound. The gameplay is loads of fun and you keep coming back for more thanks to the cool "rogue-like" spawn/loot system (or whatever you want to call it..). It's not without faults though.. some bugs in the UI, jittery scrolling, occasional freezing & the analog controls could use some tweaking. Unfortunately the devs seem to have abandoned it, or the PC version at least - which is a shame since other than bug fixes, the game could certainly be expanded upon. Still, highly recommended.. Now this mahjong is awesome..includes story line and other neat stuff. I am playing it during down times of another game i play. Very awesome indeed. I love the fact i can window the screen so i can switch back and forth.. Good rollercoaster experience that gives you that special feeling in the stomach. The minus as of yet is that there's only 3 rollercoaster maps and they are quite similar, but the developer promises more content. I would definitvly say it's worth the money if they throw in more content. The graphics are nothing amazing, but gets the job done. If you like rollercoasters you will like this, and to be honest, there really isn't that many other good rollercoaster experiences for the VIVE yet.. First and foremost, it's a Connect-3 game, not a Match 3. There are a few different level types: match X amount of Y colour, get Z objects to bottom of screen, break obstacles, match next to unbreakable sigils to decipher codes, and reveal hidden objects only when you also match with a magnifying glass. It's a variation on the usual theme.

I'm about 4 chapters into the storyline from about 4 hours of play. Story runs by itself, you're just intermittently playing puzzles that mostly fit an action in the story.

Most puzzles are easy to solve, and 3 stars is usually attainable with a little effort.

I'd recommend for me, but it depends if you personally like that style of gameplay. It's a nice little timewaster, probably best picked up on sale.. It's a Great game. Lots off Shifts to drive and that 8 mission :P. Maybe World of Subways 5 could be something like Merseyrail or Rotterdam or even Frankfurt.. Awesome little puzzle game. The final levels took some serious thinking. If you enjoy games like Portal, The Talos Principle and so on, you'll enjoy this relaxing but aggravating game with it's brain testing puzzles yet soothing soundtrack.. OMG Dem Graphix!!!!!!!!!!!!!!!!!!!!11!!!!!!!!!!!!!!!!!!!!1!!!!!!!!!!!!!!!!!!!!11!!!!!!!!!!!!!!

1 cent was totally worth for it!!!!!!!!!!!!11!!!!!!!!!!!!1!!!!!!!!!!!!1

BUY IT!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

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