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## Dead Sea Download Install



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## About This Game

Dead Sea is an open-world, first-person survival game. It also contains elements of horror, adventure, and puzzle solving that creates a hardcore gaming experience. The game is difficult but not overkill; surviving isn't supposed to be easy. On your way you will encounter many mysterious story, clues and puzzles leading to various paths that can be explored. Your main objective is to overcome the harsh and brutal desert. Not only will we make a great game, we will make it an enjoyable experience for everyone.

### KEY FEATURES IN Early Access 0.5 \*

- The power of CRYENGINE with 4K resolution support.
- A large desert containing mysterious and customizable assets.
- Small, medium, and massive creatures with different agendas.
- You will need your wits and guts to survive the harsh desert.
- Day/Night system that affects the player directly.

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- Random goals and missions.
  - Hidden and secret loot to search only for \* Early Access 0.5 \* version

## **DEVELOPMENT ROADMAP**

### **Planned Key Features**

- full Survival System.

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3 main story-lines and the ability to choose paths.

Intricate crafting system.

More areas and locations on the map.

Co-Op Mode.

Each creature/monster will have its own life cycle and routine.

Giant bosses and several more creatures.

Save your progression by sleeping on the bed that is located in your camp. You will re-spawn to the nearest camp location when you die.

Avoid starvation by hunting different animals. Eventually, you will acquire a skill to farm your own food.

Customized Vehicles

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Title: Dead Sea  
Genre: Action, Adventure, Casual, Indie, Simulation, Early Access  
Developer:  
Phoenix Studio  
Publisher:  
KISS ltd, Phoenix Studio  
Release Date: 25 Mar, 2015

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**Minimum:**

**OS:** Windows Vista SP1, Windows 7, Windows 8

**Processor:** CPU: Intel Core 2 Duo 2GHz, AMD Athlon 64 X2 2GHz or better (multi-core processor is strongly recommended)

**Memory:** 4 GB RAM

**Graphics:** NVIDIA series 400, Radeon HD 6000 Series or better (DirectX 11 minimum)

**DirectX:** Version 9.0c

**Storage:** 6 GB available space

**Sound Card:** DirectX®-compatible

English, Thai







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If you're a fan of point and click adventures then this is certainly worth a look, especially if you can get it on sale. I really like the artwork and the seedy ambience of the detective theme is perfect. The logic of the game is good, but there are a couple of times when you will probably need a walkthrough.

It is a shame that the game didn't lead to a sequel as advertised, but this is very unlikely as it has been five years since its release.

Thanks go to the developers for a very enjoyable game.. Well... what can i say, game is old and has short Singleplayer but playing this was really enjoyable

P.S. i got this for free :). Fun if you like these type of games. Literally every single choice is important, ranging from entering a field of flowers to entering a ghost city. So many different possibilities, yet too much to play them all. Though the combat system is flawed, the rest of the game is pretty fun. If on a sale it is a good buy, and if you have the chance it is better if you buy all of the parts.. If you are still reading this and you don't have the game then you are missing out on a great adventure.. Got this in a Humble Pack, am glad I did; it's great; one of those games that pulls you in and really engages you right off the bat; it has the 1993 indy feel for sure; I love it; talk about finding a treasure.... Odi et amo. Quare id faciam fortasse requiris. Nescio, sed scintio et excrucior!

And you should totally play it yourself. No "let's play" can let you feel the anger and challenge I see and feel through this game!

Played it for approximately 3 hours just in the past three days (when I bought it) and I don't see a point coming where it could turn out to be boring.

I am very confident that I will beat this game, eventhough I don't have a sketchy idea where to find the end. Until I read that there was an achievement for "finishing" the game three times I held it for an endless game. Now I am of course very eager to finish it!. Push For Emor is in Early Access, and it shows at times. However, this is the very nature of the term.

Reviewed using an HTC Vive and roomscale.

Pros:

- The mission system is easy to understand. I've never been worried about forgetting where to go next.
- Includes the most seamless space-vehicle-ground experience of any VR game I've tried.
- The Dev for this came is one of the most active I've seen in any VR game so far. It's one guy, but he's actively engaging with the community and implementing their suggestions. Take a look at the Community board and see for yourself!
- Constant improvement. Again, mad props to the dev. The main systems are in place, and content can now be added and adjusted fairly easily.
- Includes elements from different genres, including FPS(obviously), RPG, and even the beginnings of a decent RTS system.
- Despite later mentioning a general lack of content, there is enough to keep you busy. There are several solar systems available, and after 2 hours I'm only on the second one. The same cannot be said for most EA VR games at this point.

Needs work:

- Environment interaction. The cities are pretty small and none of the areas can react much to anything you do. It's pretty easy to clip through objects, and I've consistently noticed enemies shooting through walls(meanwhile, my return fire is met with invisible walls poking out of the textured ones).
- NPC communication. Basically at this point you just read the text with no say.
- Spaceship controls should be reworked. They're pretty unreliable and clunky right now.
- Basic details and content are a bit thin, but this WILL change.

Note: As I've said, the dev is extremely good with responding to criticism. You find a problem or have an idea, and he's on it.

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Some parts of this review could be outdated before the end of the month!

Overall, I'm truly impressed. Even with the clunky controls and overall lack of polish, the game is improving rapidly enough to be worth the investment for me. I would go as far as to call it a sci-fi, mostly-open-world, story-driven version of Vanishing Realms that's still being polished.

If you're looking for a polished game, add this to your wishlist and hold off a few months.

If you just want a game that can satisfy your VR content thirst and is attempting aspects few other games have done (and doing it well), this is a great game to mess with.

For me personally, the developer's consistent responses and improvements were what won me over, and I don't regret it.. sign of good things to come from the developer. I've never felt so loved before in my life. The career mode is hilarious, the AI riders always have the same results (after five races mm93 125 points, dovi 100 and vr46 80). The racing is like time trial with other riders blocking you. The AI never make a mistake or crash. It seems like they just drive on rails regardless if they're fighting against you or are in a big group. It's kind of fun for motogp fans but wouldn't recommend it for anyone else.

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SPent a dollar on this and I feel robbed.. Game looks well on video and screenshots, but in game you realise what BAD it is... You even unable to walk when you are reloading weapon... Keep you money and time and avoid this game.. Soundtrack and game environment are nicely done, but the gameplay is lacking; too much awkward platforming.. In the midst of thousands of titles released onto steam on a daily basis, one shines above all others today. Was it fate that this game be released? It most certainly was. With the resounding success of Jumpball, Andre Bertaglia's first smash hit, there was no question that the sequel was coming. I, as a fan, was nervous that it would not live up to the standards of the first game. However, I was pleasantly surprised that this game has surpassed my every expectation of what a game should be! The character development, the story, the punishment and reward system, and the music and graphics that appropriately call back to the days when the only jumping balls we were getting were in "Jumpball". Everything about this game just adds up to be the PERFECT package of challenge, reward, and just good quality fun! If you don't already own this game, BUY IT NOW! You won't regret it. Thank you Andre for another incredible gaming masterpiece. I CAN'T WAIT FOR JUMPBALL 3!!!. I was honestly looking forward to play this. The game in itself is quite interesting if it werent for the difficulty and repetitiveness.

**Difficulty:**

The whole difficulty is the enemy having a better start than you. e.g. You start with 3 basic units and the enemy with 2 basic and 2 advanced units. This may be fun at first but it gets unfair really really quick.

**Repetitiveness:**

What you see is in the first level is what you get. No new units or enemies, or map based dangers.

. 6.5/10 stars for me. It had potential!

Pros: An interesting plot, magnifying glass for hard to see items, different skills you get along the way.

Cons: Cliffhanger ending, the 'penalty for misclicking' is a bunch of spider webs/cobwebs spamming over the screen making it even harder to find the items.. One of the best! Perfectly executed concept, and overall amazing party game!

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