
Only If Download Gratis



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About This Game

18+, Suggestive themes, Excessive Language.

Only If is a surreal first person adventure-puzzle game. You play as Anthony Clyde, who, after a heavy night of partying, wakes up to find himself in an unfamiliar bed with no memory of the previous night's events. Unfortunately, escaping these unfamiliar, opulent surroundings will prove to be no easy task, as an unseen, menacing, radio-bound antagonist will stop at nothing to block Anthony's path at every turn.

The game's mechanics are designed to be experimental and unpredictable, to defy the logic of "What you see is what you get". Is the environment changing around you, or is it your imagination? Will jumping to your death kill you, or will it save you? Could the wrong answer actually turn out to be the right answer?

In Only If, you will fail a lot, you will die a lot, and you will undoubtedly be confused. Or will you?

Title: Only If
Genre: Adventure, Free to Play, Indie
Developer:
Creability
Publisher:
Creability
Release Date: 25 Jul, 2014

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Minimum:

OS: Windows XP (SP2 or higher), Vista, 7, or 8

Processor: Dual Core CPU @ 2.2 GHz

Memory: 2 GB RAM

Graphics: Nvidia GeForce 8800 GT / ATI Radeon HD 4770

DirectX: Version 9.0c

Storage: 1 GB available space

Sound Card: DirectX 9.0c compatible

English







Its like a ghetto advance wars...Without powers. So i guess its very balanced.

Only recommend if 2.50 or 5 bucks. may be 5.. This fraud should be removed. If I could describe the game in one word it'd be cute!

Not the best graphics, simple but lovely storyline and gives some different activities to break it up every now and then. Easy enough to play and you won't have to think very hard :) I definitely suggest giving it a go if you like these sorts of games and if you aren't sure you want to pay for it, you can download from the website for an hour trial,

I'm glad I picked it up in a special as I wouldn't pay much for it (much too short) but otherwise I had a good time playing and wasting some time (have already finished the game).. TLDR; the design leads to a frustrating and disheartening experience despite the interesting ideas.

I only played the game for 2 hours, so perhaps some of these problems aren't as bad later on or in a different mode, but here's what made me stop enjoying it:

First problem: The events of the game are very divorced from the actions the player takes, meaning there is no feeling of satisfaction from making a good choice. On top of that, the clear, quest-style method for gaining research points really doesn't mesh well with that indirect nature - it took me over half an hour to go from 7V8 to 8V8 bushes planted, with most of my commandments going into 'pick berries'.

Second problem: There are really only 4 different types of 'nouns' - food, terrain, ores and people - and only 2-3 of the verbs are relevant to the groups other than people (why would people near lions specifically attack\not-attack people near hyenas?), meaning the core gameplay gets boring pretty fast.

Third problem: it really sucks to be put into a perfect, beautiful world with no war and no problems, be given the task of keeping people with emotions and needs and autonomy safe and happy, and then slowly see the resources stripped bare, people hating and destroying things and eventually fighting among themselves, while feeling like it's both your fault and the nature of the game.

The core idea is interesting, but it doesn't fit with the game it's in, like bacon in a cake. I think if perhaps it was set up more like a puzzle game - with a dysfunctional country that you have to 'fix' through the commands - it would work a lot better.. If you are looking for a very simple and easy point and click game, this is for you. The game is visually appealing and it's dark at times, but i was really hoping to love this game. I'm a huge point and click puzzler fan, but this game was way too easy to be enjoyable.

I would recommend this game for a "beginner" who wants to see if they like this type of genre, but not for a seasoned puzzler.. worse game ever

7 or 8 minutes? That was it? Sitting there and following the lights flickering and a 2 or 3 slightly scary moments. The graphics of some of these VR experiences have a lot left to be desired.. Love it, the only problem is waiting for the third book. Amazing.. It's barely over an hour long including a lunch break, and the "gameplay" is just wandering until you can play a very handholding "live show" at the end. The setting looks interesting, but there's nothing behind it. The point of videogames is for things to be interactive, instead of just being looked at. There's no characterization, no story, no real gameplay, nothing. All you get is a mixer with predetermined bits of music, eg drums, hi-hats, droning wails, cowbells and that sort of stuff that you can play on top of each other 6 sounds at a time. Works as an interesting demo for something bigger and complete, but as a standalone it's hardly worth your money.. a masterpiece, but i want half life 3.. Greatly recommended, had a blast with my girlfriend while playing multiplayer.

The game support 1 of the computer and 1 on vr (on the same computer) .

The computer player is a waiter and the other the cook.

It was funny '3 peeeeoopllles coming !' -- starting making meat

Okay a number 3 , another number 3 and a number 5 !!!!!

while I serve them drink she was making burger etc.

Its a cute game that was fun to play.

It isn't super casual game that was fun to play together :). Fun little stealth game. Missions are pretty short, but if you go for the non-violent achievement, they can be pretty tricky and rewarding.. I watched all of these videos passively without blender open. Then when I next opened blender I created a very nice detailed castle. The way the narrator constantly says out loud what key strokes he is making and is explaining the logic behind everything he is doing is very helpful and I've learned a lot from it. While I model now I find myself saying out loud all of my keystrokes and I can recall almost all of the shortcuts the man uses. I am now from a modeling perspective able to completely independently model whatever I think of. I recommend these videos.. The game itself is interest but the problem is, it's not finish. Story is not complete, some scene don't have background yet and they said it gonna be major update since March. I don't recommend the game unless they have really complete the game.

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