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About This Game

Asemblance is a single-player, first-person, psychological thriller.

You wake to find yourself trapped inside an experimental machine...

A machine built to simulate memories.

You no longer recall why you entered, but an AI voice guides you.

Trying to escape, you face memories from a past you may not want to remember.

But what is real?

Are these memories your own?

Can you even trust your own mind anymore?

Are you even in control?

Asemblance is the pilot episode of a mind-bending franchise inspired by The Twilight Zone, The X-Files, and the Black Mirror television series.

Soundtrack by Seattle electronic artists Kid Smpl and Johnny Goss.

Title: Asemblance
Genre: Adventure, Indie
Developer:
Nilo Studios
Publisher:
Nilo Studios
Release Date: 21 Jun, 2016

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Minimum:

OS: Windows 7 / Windows 8 / Windows 10

Processor: Core i5 processor or equivalent

Memory: 4 GB RAM

Graphics: Intel HD4400 / AMD Radeon 5750 1Gb VRAM / NVidia Geforce 640 1Gb VRAM

DirectX: Version 11

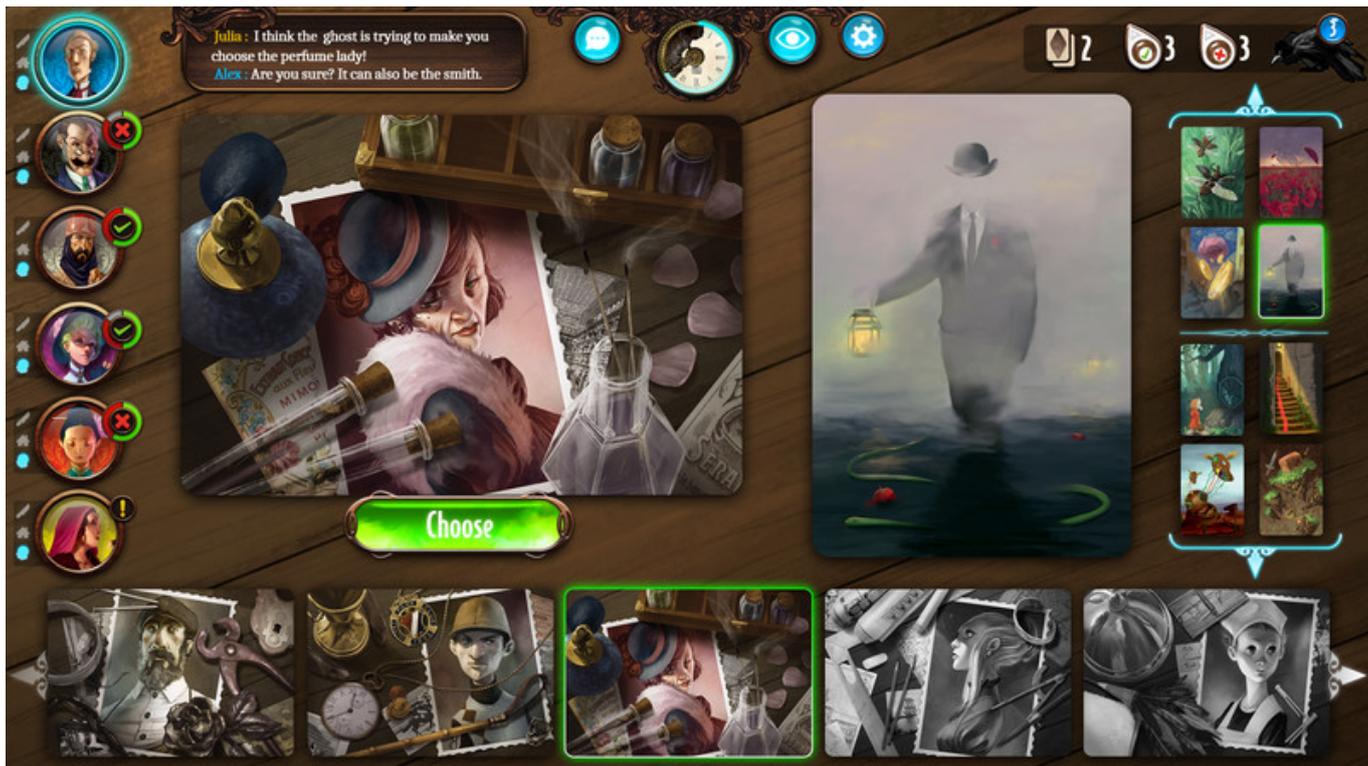
Storage: 3 GB available space

English





WHAT IS YOUR BUSINESS IN DARKESTVILLE?
I NOTICE YOU HAVEN'T TOUCHED YOUR DRINK!
WHAT ARE YOU DOING ON THE STREET AT THIS TIME OF THE NIGHT?
WHERE ARE YOU STAYING?
I HAVE OTHER MATTERS TO ATTEND TO!



Pretty decent so far

- + Slingshotting around is fun
- + Levels are interesting
- + Hard to get hang of in a good way
- + Abilities are all useful
- + More open maps encourage a little creativity

- Tutorial is a bit wonky, voice gets a little annoying
- Enemies keep things interesting, but hit detection seems a little weird and they fly through walls
- Location 3 really needs some light sources on enemies, makes it harder to play than it should be in my opinion
- GLS seems like it needs to be refined a little, really hard to grapple onto objects sometimes even when in range.

Other than that, pretty fun. Definitely would be a good time sink with some sort of map creator and some refinements. I think there should be some sort of visual indicator when the GLS can attach to an object on the cursor and maybe the cursor itself should be a bit larger. Also some music would keep levels more interesting. More visual variety in levels would be cool too (Maybe a small city to swing around as a throwback to the old Spiderman games or some supersized jungle). And a level to swing around in would really be great so players could get good without resetting over and over.

By the way, thanks for sharing your game awhile ago anon. I didn't even realize it came out until I checked your YT channel recently.

EDIT: GLS is actually really fun to swing around with, but I feel that the push ability is slightly useless. It helps when I'm swinging around like crazy, but other than that I feel like the maps are designed to favor the pull function.

The thrust is REALLY fun and useful for dodging enemies and for moving around more open levels like Location 3 and 4 and for making tight maneuvers with the GLS. I didn't realize you could use it with the GLS until I accidentally misclicked (Add this bit of info to the tutorial maybe? I didn't notice it) and the thing turns the GLS into some pseudo catapult. Really cool stuff.

I haven't played Deathmatch yet (no servers), but the map is pretty fun to swing around. I think it would be a little better if it were more open though and the pillars were spaced a little farther apart.

Second EDIT: The shield ability is a lot more useful than I thought. If you're about to overshoot your targeted area, pop a shield in the direction you're launched in and boom. No more flying. Missed a grapple and don't want to reset? Look down, pop a shield. You won't fall for about 2-3 seconds. Really, really cool stuff.. This game was a unique experience and delivered on the premise that I would learn some new perspectives on the revolution. As someone who had seen a few documentaries and read the Mark Bowden book on the subject, it was amazing to me that those other materials covered almost none of what is covered in the game, as they were focused on the hostage crisis.

All of this information comes with a set of decent, believable characters, and the whole thing is presented quite well. I did end up having some investment in the story. There is a lot of media in terms of video and photos that greatly add to the overall experience.

Having said that, the game has a lot of flaws as well. The gameplay itself is amateurish and suffers from a lack of QA. I had to restart a chapter twice because the scripted NPC was blocking any possible movement. It is very short. Most of the time you can sit and relax in the game, then suddenly there is a mouseclick challenge. This may have been done as a dramatic device, but that doesn't really work here and it is more of a chore. It also ends very abruptly in an odd place to stop. If this was a zombie, sci fi or other fiction based game, it would be a terrible failure.

If you treat this game as an interactive learning experience, want to expand your horizons, or just want an engaging story, this is for you. Despite the flaws, I would highly recommend this.. I bought this game when it came out and now it doesn't exist

anymore 10/10.. It's way too early to tell if this game will turn out good. The motion controls are unreliable making the driving very difficult. The map is very simplistic and basic which doesn't really lead to any interesting gameplay. The driving mechanics are rather basic as well so there isn't very rewarding gameplay. That said, a VR Carmageddon-type game where you have guns on cars is a surefire idea if it can be executed well. Also, it remains to be seen if this genre of game benefits much from VR. I'm all for cockpit VR games but the genre is niche as it is and Carmageddon (not VR) already exists.. Falls short, totally disappointing, it starts too complicated and boring, too much "research screens" lacking serious design and excitement, and feeling too much of a "chore" rather than a challenging game. Played for a few hours and quit.

Just as a disclaimer, I actually DO recommend the base resources included in this pack. The music is great and allows you to set just the right tone. I have no problems with the songs in this DLC.

That being said, the description of this product clearly states that it ALSO includes 54 Steam Punk sounds and musical cues, which can be found NOWHERE in the DLC folder you get after purchasing. DLC for RPG Maker isn't cheap, and when you buy a lot of it, it starts to add up. The inclusion of those sounds and musical cues were part of the deciding factor when I purchased this, and what I got was only half of what was promised.

Again, the BGM tracks included are great. Just felt the need to leave this as a warning to others. The extra content the discription claims you get is not actually included anywhere.. I played beta from a long time and it's awesome. I love how this horror is building tense without rough jumpscars. If you want play Amnesia but in Space - check out Phantaruk.. They removed regions and now you end up on a server with people from different regions.

You get desync and enemy names that are hard to track due to different language.. Veni, Vidi ,Vici. P2W trash. Works on windows 10 thanks to receant update!!! I played years ago and got 1 shotted by a credit card user with glowing gear. Graphics are decent. Game is dying due to the patches that add more P2W garbage. They will pull the plug on this disaster ^_^ They are selling the game again to an even worse publisher expect NO MORE PATCHES JUST P2W TOP

UP\u2665\u2665\u2665\u2665\u2665. Horribly laggy and super-bugged. That Herman Hum dude that goes around and trashes these games on the forums is correct.

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