
Entropic Shop VR Portable



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About This Game

Entropic Shop VR is a bundle of mini-games designed for virtual reality. Set in a fantasy magic shop, the different mini-games offers a wide set of activities, each one requiring different skills and strategies. The mini-games take the form of simple and short but intense experiences in a colorful, cartoon and absurd environment. Feed a tax collector with donuts, search the shop for cursed objects and try to please what seems to be an endless wave of clients.

Play alone or share your headset with your friends for some old fashioned multiplayer. Be the fastest, the more accurate or just the luckiest to compete for the high score. Or you can just relax and play it casual. Because those who brag about their score are just trying to compensate for something else. And you're not trying to, are you ?

The Lore

"Potions, scrolls, magic wands, ancient artifacts, I've got everything you need !" This is how the owner of the Entropic shop greeted his customers. It was one of the last magic shop ever, a truly marvelous place. It's said that no customer ever left his shop without finding what they came for. As he grew old and tired, he eventually had to hire an assistant to run the shop. Unfortunately, the young man was a bit clumsy and disorganized and sold the wrong potion to a local sorcerer. The sorcerer, furious that his ritual has been ruined, cursed the shop and the assistant.

Mini-games

Entropic Shop

The shop is becoming crazy. Find donuts & coins and give (or throw) them to the inspector to uncurse the shop !

Basket Express

Clients are coming into your shop but won't stay long. Throw to their baskets potions with the right color!

Treasure Hunt

Your 3 sacred lamps are minified and hidden in the shop due to a curse. Find them before they disappear for ever! Use your hands to interact with everything, even furniture.

Heist Dance

A strange portal has appeared and is trying to steal your money. Follow the rythm and stop the coin with your hands!

Bow versus Shadows

Coming soon!

Controls

The PAD - Teleportation

Press the PAD to activate teleportation. Aim with the controller. Release the PAD to teleport yourself.

The Trigger - Interactions

The trigger is used to grab objects, to pull, to activate hourglasses. When overlapping an interactable object with your controller, you should see an outline effect.

The Shoulder - Menus

The shoulder is a small button above the PAD. It displays and hides the game menu on the left hand.

Title: Entropic Shop VR
Genre: Action, Casual, Indie, Early Access
Developer:
Big Horn Studio
Publisher:
Big Horn Studio
Release Date: 24 Jan, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel Core i5-4590 AMD FX 8350 (equivalent or better)

Memory: 4 GB RAM

Graphics: GeForce GTX 970 AMD Radeon R9 290 (equivalent or better)

Storage: 1 GB available space

Additional Notes: VR Game

English







Game is♥♥♥♥♥♥♥♥

No missions, and doesn't even play by the official rules (draft OR attack).

Map is boring, and territories aren't even named.

And you can't even play online.

. Great atmosphere, bit too easy except for the last part.. Love the real licensing! I also love Bentley, This is an awesome DLC, must get. Anyways I GTG. I have to play car mechanic.... Game completed!. This is a great game that is worth waiting for, it's development is slow but with only a 2 member dev team then that makes sense.

I hope more people give it a try because the 1.05 update will take hundreds of hours of playtime effortlessly.. A title modern, innovative and fascinating, that's what Mass Effect 2, which continues the plots woven in the first chapter, shaking the roots to the canons of Western RPG and finding a balance between action and narrative that certainly leave its mark. Dialogues exciting and epic alternate with discussions of banal everyday life and camaraderie, giving rise to what has become a television series fiction serials, animated by characters full of nuances with which BioWare takes the luxury of tackling any kind of issue with a mature language and ironic. For some, perhaps, the turn from action adventure that took the crew of the Normandy will be a hard blow to be collected, but also for them we do not see sufficient reason why Mass Effect 2 is not a title to play completely.. it has bnsf,cn,ns in this add on. Swarm Arena is a great concept for a simple 1-on-1 battle arena game that is rather unique. You control a swarm of flying pixel thingies that when in range of your ship can be used defensively or offensively. Defense, forces the swarm to hold its position, providing you with some cover against incoming attacks, where Offensive has a number of modes (shoot, circle) used to push your swarm out to attack your opponent. The first person to hit the other ship wins.

The biggest issue I have is the lack of control you feel over your swarm. Despite any tactics you may try, such as seeing an opening to quickly attack your foe, your swarm doesn't move in to attack as you may expect making your chance to hit seem very random. Wrongly timed attacks can result in almost instant loss of your entire swarm leaving you very frustrated and likely to lose the round.

There are only a few different game modes to play, and with the age of this title now there is no-one playing online anymore. Unless you have friends who want to play you are stuck with the AI or score challenge modes. Talking AI, this has to be a strong point of the game. AI is tough (very tough!) and smart which is rare to find in a Triple-A title let alone a small indie game, but again due to the poor control system over your swarm this ultimately turns to frustration and not a legitimate challenge. This had great potential but simply doesn't pull it off!

This may keep you entertained for an hour or two, but would be unlikely to get much more out of it. I would only recommend grabbing this if you find it on a 75-90% off sale.

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Fall of Gyes is a visual mess. In many scenes - particularly action scenes - you often can't tell who's saying what, or what is happening to whom. Some of the speech bubbles pop up in the wrong order. If you're looking for the kind of VN that offers choices, you won't find any here. Also, the whole 'novel' is shorter than this review.. pure trash, cause drivers only can be installed by the "pro version". It forces you to buy it. NOPE!

Also why is there a 3/4/5 version here? When comes Version 6 or 7? I mean for what good reason all those different versions? Money Reasons? I dont recommend this prog like all the other "positive users" do, cause this prog only installed 1 driver for my HDD, after that my PC was corrupt and gone.

Weeks later: A new HDD inside, and no Driver Booster anymore, sorry! 28 Euro is far too expensive for getting a program who ruins my HDD... Sorry for the negative input.. They should replace the word random in the dictionary with POP: Methodology Experiment One.. It was a great game but the full game is not out though... i recommend to make the the worm pit should be easier and the boss easier its easy to get in the spikes. Also the dragon part was very hard they shouldnt change the floors like that. and also its been a fun experience and i want to thank the eight year old daughter and her father for releasing the game Thank you so much! I hope the full version will come out soon.. I downloaded this song pack and now i'm lost in Oblivion.

10V10. TL;DR: Bad hitbox in minigames, unchallenging puzzles, story lacks depth and the game is illogical.

Reasoning:

NB! I played the game on the hard mode.

-The story in itself is horrible and lacks depth, but that is okay, cause it is just a 'hidden object game', and I do not expect an in-depth story any more. It is as if the genre itself is lacking that final push to become more modern. This particular story left me very unsatisfied, and I was not ready for 'the end'.

-The puzzles are also quiet bad and not very challenging, having few types. Most of them is about matching a puzzlepiece to a screen, but the shadows makes it obvious.

These two I can live with, but the worst is still to be written:

-The hitbox within the HIDDEN OBJECT mini-games are NOT MATCHING WITH THE CLICKABLE ITEM! However, there is also no penalty from clicking fast over the entire screen. The items are also reused a lot, having the same bowl with the same items in, in almost every scene. Those are not the clickable items, but it makes it easier to look past - you simply know that you're not searching for it.

-The game lacks LOGIC! If you need, lets say, a hammer, you cannot take any hammer - you need THE hammer. I realize that this occurs in other games, and I've played a lot of hidden object games over the years, but this is by far the worst.

I also had no horrorfeeling what so ever, and I believe it is because of the lack of suspense. Also, many games become more horror-like if you can actually be harmed.. I got this game for 10 cents last winter sale would say this is a great game. Pretty cool puzzle game. I wish it was slightly more polished because the game doesn't even end properly, but I enjoyed my time with it.. pierdeti-va viata aici!!!!!!!!!!!!. FU**ING QOP FACE AT 1:29

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