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About This Game

In a twisted world best described as "a miniature cardboard city turned into a malicious science experiment", you find yourself captured against your will by an oddly charming but mysterious YouTuber that goes by the name "**Sven**" in the deadly city of Kartong. Your life now depends on mediocre office supply-weapons and your every move is being filmed for his YouTube enjoyment - a truly odd experience, all wrapped up in challenging stealth/FPS gameplay. And oh, did we mention that you're shrunk to the size of a toilet paper roll? Yes, you're small... very small.

[Available for Arcades on SpringboardVR.](#)

Kartong - Death by Cardboard! combines the cuteness of scary toys with the charm of paper cuts - all wrapped up in challenging stealth/FPS gameplay (that's a legit genre, right?).

VR or Non-VR, it's all up to you!

Both PC and VR modes will offer procedurally generated levels with maps, traps, weapons and toy enemies constantly changing. A unique seed system also allows you to replay your favorite maps and share them with friends!

New Progression and Skins!

No worries, no loot boxes here! However, to upgrade your crossbow you need Robo-Coins. These coins can be obtained by smacking some robot-butt! Each time you slay a robot they will drop coins that can be gathered to upgrade your crossbow throughout the game. Hasta la vista, baby!

Life never gets easier!

So, you managed to find your way out of the city? Well, it ain't over yet pal. Kartong's many difficulty levels will push you to the limit of your own madness. We would say "Prepare To Die", but that's a bit cliché now ain't it?

Become the ultimate maze-warrior!

Kartong features a local high score system for each difficulty as well as unique seeds to control the maps. So now you can challenge your friends for the best scores, get the sweetest upgrades and show off your rarest loot!

You like watching them and so do we!

With the new gameplay concept Kartong Co-Labs, we'll be able to put your favorite streamers and YouTubers into the deadly cardboard world of Kartong. The custom-made Co-Labs maps will feature different guest events, providing players with a growing library of challenge maps to play and explore. The various Co-Labs partners will be announced inside the game and on SVRVIVE Studios' website as they go live.

A game jam gone horribly wrong!

After launching our previous title SVRVIVE: The Deus Helix, our dev team held a "lets-go-bonkers" game jam to blow off some steam. Obviously troubled by some very disturbing thoughts (disclaimer: we blame office air pollution), our team came up with Kartong. And once conceived, we had no choice but to bring a new unpronounceable game to the world.

Title: Kartong - Death by Cardboard!
Genre: Action, Adventure, Casual, Indie
Developer:
Antler Interactive
Publisher:
Antler Interactive
Release Date: 4 Apr, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10

Processor: Intel® i7-4790 or greater

Memory: 8 GB RAM

Graphics: NVIDIA Geforce® GTX 970 / AMD Radeon RX 480 or greater

DirectX: Version 11

Storage: 9 GB available space

Additional Notes: Recommend installing to SSD for faster performance, save data is stored in Windows Local Appdata

English







Good game! If you like some labirints =) Well maded!

May be little bit boring... But its cool.. Updated with more gameplay: I've played through about 8 stages so far, and the content is pretty simple but well implemented. Scattered throughout the randomly generated maps are chests that hold "keys," ammo and weapons. You loot those while avoiding the pumpkin people and traps. The random gen works well enough and I've seen no bugs to speak of. It feels rogue-ish, but it is forgiving; a bit too forgiving.

The difficulty does increase leading to bigger maps, end gates that need more than one key and more enemies. There are also better weapons that are fun to use, but it became really easy after I got some gear. The two enemy types (so far) are pretty easy to deal with.

I didn't run into any bugs and the content flows well, though I did find myself setting off tripwires when I was pretty far away.

This game could be a fun rogue like in time, and it has a good foundation, but it is a little bland atm givin how easy it is. We'll see what happens after I get to the end. A well produced game for VR. Sharp and beautiful graphics, fun to play.. It is a very fun little Maze Game with a strong halloween theme to it. The movement is nearly flawless as you can change from teleportation to fast free movement with just 2 clicks right in the game. But what is especially awesome is the artwork and style of this game. It works even better in VR. You have the feeling of really beeing in a cardboard build city block. Weapon handling is great and there is even an indicator on the floor for the front facing crowd to not get tangled in their cord :D And with the randomized maps it gives you great value for your money here. More of that artstyle in VR please!. If I had four hands, I would give this title fours thumbs up. I honestly believe this is truely a masterpiece. The title is original, has soo much detail (the randomness puts the cherry on top), the atmosphere is truely immersive, and the creepy sound (and visuals) are on point. In my opinion, this is a work of art. I can spend a great deal of time just gazing at the city's intricate details (until the building windows turn red which means it's time to run or kill) in amazement. The weapons are the standard stock of tigger based projectile slinging mechanisms (but with a touch of creativity). The enimes are pretty interesting to look at (creepy as well...like something you may find in an offbeat/deranged Johnny Dep movie). There is so much to like here (I haven't even mentioned anything about the famous toy all kids are crazy about which alerts the enimies of your location. When I first saw it, I was like Oohh snap!!! That's a freakin _____?!!!). At the core it's a maze chase, but this is the best maze chasing title I've every played and I truely love it!!!

Dev's, thank you for this awesomely creative piece of art. You guys rock and I wish you keep doing what you're doing. Four thumbs up for me!!!. Pros:

REALLY cool setting. Looks great, very creative. I like that the game objects can be actually assembled in real life, and there are videos in between levels talking about how stuff is made. enemies and objects fit this perfectly as well.

Can be legitimately challenging if you're trying for stealth. Could do with better audio. You can tell direction and distance of a sound usually, but identifying if it's behind walls, or around a corner isn't obvious, and detection is pretty unforgiving of quick peeks

Weapons and item menus work well. They could do with some explanatory text though.

Cons:

Some things not done, critical bugs

My biggest complaint is that if you leave the game and come back, it may delete some of your inventory, including the absolutely critical basic crossbow, which I'm not sure if you can ever pick up again as a drop. This means you can't really consider your progress to be saved. This is game killing for me.

No main menu? loads directly to wherever you left off. Along with the random seed and difficulty options but keeping your inventory, this is a bit disorienting.

Some settings missing, like the ability to turn off oculus-esque click to turn

Non-teleport movement is a bit frustrating; click to start moving, then it's controlled by touchpad?

Teleport movement can go through traps

No door on level spawn, really? So enemies can just come in and kill you repeatedly if you're afk? Worse, it's obvious that you COULD have doors because they exist in early levels.

Load times are pretty long

Enemy hit animations don't support multiple rapid shots, despite rapid fire weapons existing

. Creative

+Fun
+Somewhat Spooky
+Content for price

-Somewhat Difficult right off the bat

3/5

Great game, somewhat spooky atmosphere. A little pricey, but I feel the game-play makes the price justified. I feel there's too steep of a difficulty curve quite early on however.

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This game has its ups and downs. It is definitely a good concept for a game and the uniqueness of it makes it very interesting. but the mechanics of the game need a lot of work. it can be glitchy from time to time. the teleportation mechanic is very weird because it makes you choose which direction you want to face after teleporting and can be disorienting. its a kind of fun game but needs quite a bit of improvement. I highly recommend it, if it runs without issue's on your system. I only had about 15 minutes with this, and regretfully had to refund. I loved the quality of the graphics, the crisp colors and cardboard theme. Its a feast for the eyes. The gameplay was intriguing and it made me want to dive right in. But after playing a few minutes, suddenly the graphics start to fade in and out and the sound stops for a cpl seconds. Yet the game keeps flowing, it doesn't freeze. Hopefully it'll be addressed in an update. If so, I'd absolutely buy it again. Based on what I did get to see and play, but because of the issue I had, I give it a 3 out of 5. The visuals I rate a 5! Overall, it looks like it could be 5 star material, maybe once it's tweaked.. Initially it seemed like it was impossibly difficult, but I tried the first level a few times and then I got the hang of it. Really cool game with fantastic art and animations. Can be really creepy at times! Works good on WMR although I would like to use the thumb sticks for movement. I bought it on sale, but the full price is pretty reasonable so I definitely recommend it!. Really great design and game atmosphere! The music also fits nicely and I like how the windows turn red when enemies are close. It's hard to describe really. I also like that you can set the random seed for the levels manually. The game is lacking depth in the long run but its absolutely fine when you get it on sale!

Would be nice to see this concept taken further into a full game.

What got me raging a bit was the item picking mode. Sometimes it picks the wrong item, even if you are really careful. That cost me a bunch of lives.. Really fun and interesting game. You are put in this card board like city maze that is decently sized (changes each mission) and your goal is to find your way out while looking for gears to open the exit. As you progress you will have to find more gears to open the door. Mean while you have enemies out looking for you. so there is a stealth element as well but you are not helpless by any means. You can get a pretty decent selection of weapons to fight back along with items that will help you.

There are boxes every where some which you can open just by going up to it and others you will need a wind up key that enemies drop when you kill them. Some of the boxes can be rigged with trap like alarms and bombs. There are also traps all over the place. The game keeps you on your toes pretty well. For a EA game it plays really well. I ahve not run into many issues outside of one time where the sound would go in and out while the picture would go really dark. Also wish they made it that the game paused while you are selecting your inventory trying to pick a item doesnt seem to go well, I usually end up picking the item below or above of the item i want and it can get you killed if you need a item fast.

The controls are solid and it has smooth turning and free locomotion and a good amount of other options for you to choose from. Its priced just right and worth a pick up if this type of game interest you.. Dudes... this is good! Hope i could help, thanx for reading.

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