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About This Game

SYNOPSIS

Enter the world of *AWAKE*, a ground-breaking first-person cinematic VR thriller, that blurs the line between memories, dreams and reality.

In Episode One, you are a new presence in the story of Harry; a man obsessed with solving a mysterious lucid dream. It's an obsession that has also cost Harry dearly and now he is stuck, waiting for release. You are the witness and it's time for Harry to wake up!

As the ever deepening layers of Harry's story are revealed a sinister force could lead to Harry breaking one last time. *AWAKE* presents a rich new genre of immersive cinema, for you to discover.

FEATURES

- A genre-defining 20-minute immersive cinematic experience

- Designed for room-scale VR

- Thought-provoking, mind-bending and mysterious

- A complex narrative riddled with intrigue

- Hollywood cast delivering best-in-class performances

- 15+ minutes of stunning Volumetric Video performance capture

- Light-interactive story progression

- Photo-realistic sets and special effects

- Cinematic score and spine-tingling audio design

OTHER VR HEADSETS

AWAKE: Episode One was designed to be a room-scale virtual reality experience, and optimised for the HTC Vive. We also fully support Windows Mixed Reality and Oculus Rift HMDs

FUTURE EPISODES

AWAKE: Episode One is the opening chapter of an epic eight part series, exploring the nature of reality and the human condition in all its levels.

What if humanity is on the edge of a radical evolutionary awakening; the perfect instrument for reshaping the fabric of our universe? Future episodes get closer to unlocking deeper truths about what these collective dreams mean, with each episode deploying story-driven interactive mechanics unique to each plot, empowering audiences to learn new abilities in manipulating reality.

"We identify in our experience, a differentiation between what we do and what happens to us. Only you are playing hide and seek, since that is the essential game that is going on…" ~ Alan Watts. Philosopher

[Available for Arcades on SpringboardVR](#)

Title: Awake: Episode One
Genre: Casual, Indie
Developer:
Start VR
Publisher:
Start VR
Release Date: 5 Dec, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10

Processor: Intel i5 (5th gen) / AMD FX 8350 equivalent or higher
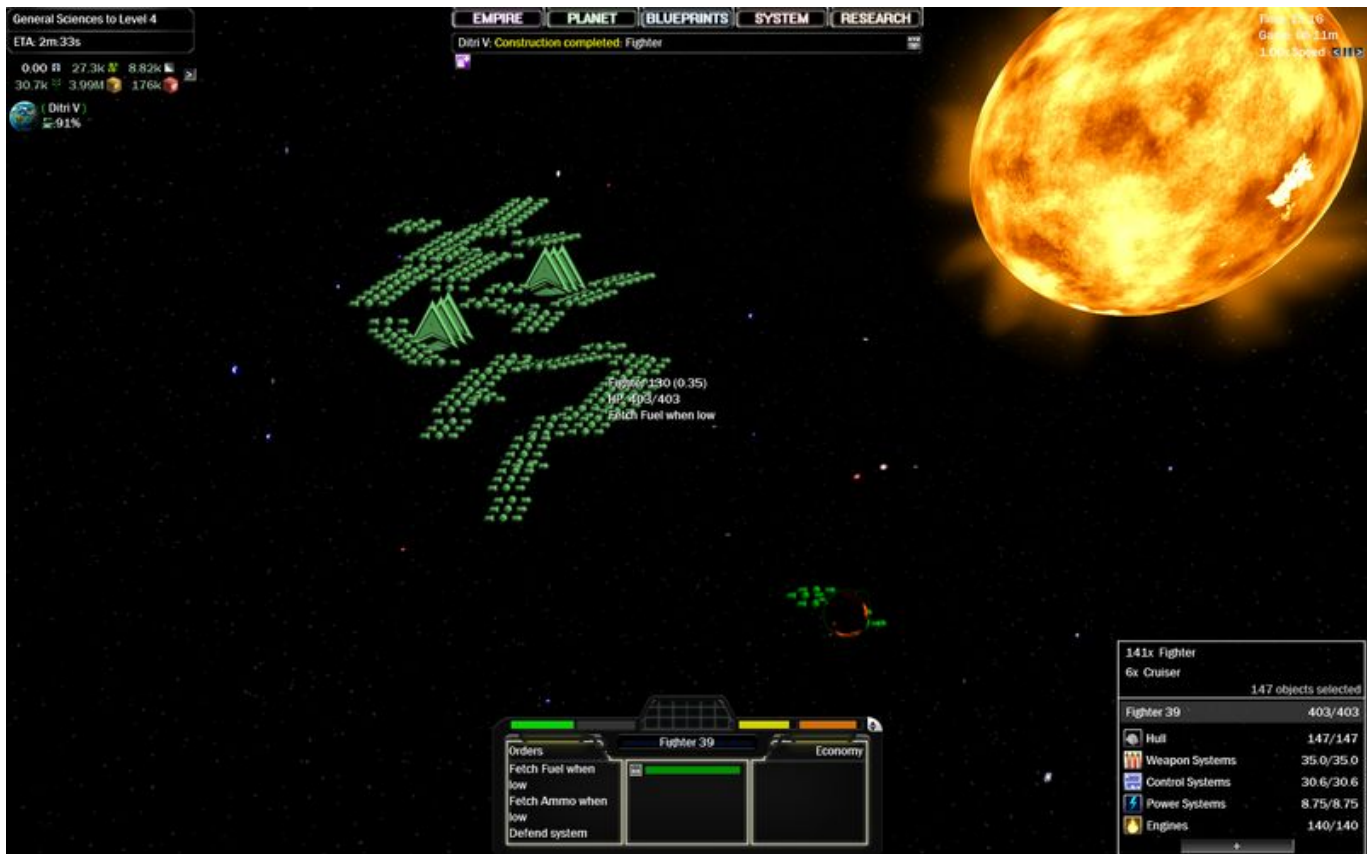
Memory: 8 GB RAM

Graphics: Nvidia GeForce GTX 980 / AMD Radeon RX 480 equivalent or higher

DirectX: Version 12

Storage: 20 GB available space

English

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Fairly fun game, especially if you played Creeper World 3 and 2 and wanted to see where it started. But if you're interested in these games I actually recommend playing the third one first, as it's the best, and if you liked it, then checking out the first two. Compared to the latter two, the first one's quite primitive in story and gameplay. The characters have no names, for instance (except for one, near the end). No portrait art either.

I mainly played the game to get some background story info on the masterpiece of the third game, but was somewhat disappointed to find it didn't even have that much background info; the story was very bare-bones. Obviously this game was made much earlier, when the developer was still learning to program games, so some roughness is to be expected. If you don't expect a lot, it's worth the price (even if you can play it for free elsewhere, with some minor differences).

The one interesting thing about this game that the others don't have is its upgrade system. Unlike the others, you can't just upgrade whatever you want based on tech points or whatever, instead, you have only 6 possible upgrades, and you need to collect, on each level/map, upgrade tokens to use. Often maps don't have 6 tokens, so you need to prioritize which to spend them on. This can lead to some interesting gameplay, although in practise it's so simplistic that you almost always will just spend them on increased tower range and firing rate (those advantages are just too good to pass), and then spend the other tokens (if any) on the less attractive four options. But overall this system of upgrading is interesting and I hope it returns in Creeper World 4 or perhaps in other games by other developers.. Work for the first few days. Now it lags so much I get 2 fps and when I change the Video settings it deosn't save it just reverts back to before. 2.1/10. Highly recommended for anyone with a Vive or Oculus Rift. It doesn't do any roomscale stuff so no motion controllers, but probably the best cockpit experience out so far.

It's a very challenging coop game with roguelike elements, one campaign can last hours but can be saved and continued later, great when playing with friends, but you might want to be clear your schedule if you're playing with randos and want to finish a campain.

I'm not particularly prone to Motion Sickness and had no problem with this game, however it can be jarring when someone rams your tank and rotates you, so I imagine that can be a problem for some people, be aware.

Overall though it's a really fun game, encourages a lot of communication and teamwork, provides a challenge and looks pretty damn good too. Can't recommend it enough. Quite a good plotline, but it will take quite some tries to unlock all the different endings.
The sexual content isn't too much, though I would have loved some more endings as when you get the hang of it, it is quite fast to go through. Played this game in my youth, so happy I found it on steam. Lots of fun, keeps the brain moving; super nostalgic :)

Great little game!. Thanks to Mangagamer for localizing this game (we need more otoge), it's really worthwhile to play! Yes, some dialogue and plot points weren't good and some route can get quite winding and long, but it has great art, great VAs, and great concept! Definitely play it if you can! (also I'm dying for Fin's route please import Fin's route from the PSV version to PC, I'm begging you). 7/10

Awesome Idea.

Execution is not quite there yet but direction appears to be good.. When I tried to get this title to run when I first got it, I could not find a way to make it work and so it was unplayable for me. Thankfully people on the steam forums found ways to make it run relatively easy now.

The third and final Commandos game has very similar gameplay, but features now indoor 3D environments and outdoor maps that can be rotated 90 degrees at a time, still keeping its isometric perspective, but 3D character models. The various Commandos now all can handle grenades and small arms and the special abilities are moved to an action bar at the bottom of the screen, instead of the backpack in the bottom corner of the screen.

Commandos 3 contains 14 missions devided into 3 small campaigns and some missions now also have time limits. If you enjoyed the previous titles you will certainly be able to enjoy this one just as much!. For anyone who has not played MCC this game can be hard to understand at first..
i find this game very fun to play since i have many hours in MCC.
yes it needs a litte work on the tutorial system ..
all in all i give this a 7.5/10. https:\/\/www.youtube.com\/watch?v=bZnDTsapgfY
My video impressions of the game.

Ku has an attractive graphic style. It features isometric action adventuring, comparable to Bastion in it's concept. Though the game shows a lot of promise and potential, it's hindered by a pile of bugs, and a general sense of unpolishness.

In the video I posted, I talk about the game's mechanics, it's aesthetics, as well as some of the bugs and inconsistencies.. Ok, I agree, the game is complicated. But for me this is not a problem, in fact I like it. I've never played a 4X game that was easy. I would like, however, that the multiplayer was improved, it is a bit cumbersome ;). This is retro rpg style with good skills and jobs on the table. Pick your poison you might like it too much.. Amazing, must have for anyone with a VR headset

Patch update 1.0.4 - Windows MR HMD support:
New update with official Windows Mixed Reality support

Minor updates to Rift support and Standing mode

As always - email support@startvr.co if you have any questions, issues or feedback.

Happy Holidays!. **Patch update 1.0.3 - Full Oculus Rift support!**:
New update with official Oculus Rift support. Incl:
- Thumbstick rotation to change view
- Support for Standing as well as Room-Scale

Also included enhanced graphics setting detection to select the best setting based on your hardware. As before this can be manually adjusted in the Options Menu.