
INTERSHELTER Download 12 Mb



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About This Game

Intershelter is a new post apocalyptic battle royal game.

Skydome Inc. was founded in 2022, supported by European venture funds, to ensure the preservation of the human species in an event of cataclysm. The "Dome" project consisted of several programs.

The most famous projects of the company were InterShelter and InterSpace.

InterShelter meant to build underground bunkers that could shelter residents from catastrophic events for half a century. Keyvan

Morris, one of the most successful construction magnate on the West Coast, was appointed as project manager. The program started in 2024, and has gained wide popularity on the background of the growing threat of military conflict in the Middle East.

Company is frequently mentioned in certain medications, developed in conjunction with a program of shelters.

InterSpace included four projects: removing near-Earth space debris, building a Mars outpost, system to protect against dangerous celestial bodies, as well as the creation of an autonomous colony in Earth orbit (Dark Sky).

Bright future, space exploration, colonization of new planetary systems - everything Dark Sky promised - faded in the glow of raging star.

Little is reported about the orbital colony after the disaster. No much interest on that from people trying to survive on a dying planet, however,

Scraps of documents and drawings, inventions, prototypes can still be found in shelters, laboratories, bunkers. But no one remembers whether Dark Sky is real or is it just a legend.

Rules of the game:

There are 50 players spawned at location. When you're in lobby you can start playing in group of 4 people maximum.

There are 7 shelters on location. Every shelter has from 1 to 3 rescuing capsules (randomly).

You have 30 minutes to open shelters (find and set up 2 batteries), get into the capsule and become rescued from the storm.

Everyone starts the game with the same stats. Everyone needs to get/collect the weapons, armors, batteries which are spawned randomly during the process of game.

There is just one aim - to survive in capsule but everyone can have their own strategy to achieve this.

There is no inventory in the game. The character needs to carry everything. It is allowed to put on two primary weapons (rifles, guns, shotguns) and two secondary weapons (pistols). The other weapon can be put on only if you replace the one that you already have on yourself. Bullets and medical kits do not have weight and can be added to inventory in any quantity.

Title: INTERSHELTER
Genre: Action, Indie, Massively Multiplayer, Early Access
Developer:
Eforb
Publisher:
Eforb
Release Date: 20 Nov, 2016

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Minimum:

OS: Windows 7, 8, 8.1, 10 (64 bit only)

Processor: 2 ghz

Memory: 4 GB RAM

Graphics: nVidia GeForce GTX660 series or higher

DirectX: Version 11

Network: Broadband Internet connection

Storage: 4 GB available space

English,Russian







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The game is fun, and at such an inexpensive price, should be ownable by all.. For this review I've put the games in order of which one I think is best to worst. Overall, however, I think this is a good bundle for the price I paid for it, yet I can see why they decided to lump most of them together rather than try to sell separately.

1. The Lake House

Definitely the best game out of all the 6 by a clear mile and could easily have been released on its own. The story is that you return to the Lake House which used to be owned by your fiancée and where something terrible happened to her brother.

Unusually for a lot of hidden object games you play a male character rather than a female. The story is quite interesting, the locations and puzzles are varied, and there's quite a good spooky atmosphere throughout. There's also a bonus chapter which is just as playable as, although predictably shorter, than the original. All in all a good Hidden Object game.

2. Panopticon Path of Reflections

You are investigating the disappearance of a magician and his assistant, your love (again, probably fiancée - there seems to be a running theme). Again you're a male protagonist. You can travel between worlds to solve puzzles, albeit in quite a linear fashion.

Some of the puzzles are good, some of the hidden object scenes are good too. Animation high quality and soundtrack also quality.

Rather bizarrely the developers decided, to make one of the NPCs a complete rip off of Michael J Anderson and his character Samson from Carnivale. It's not voiced by Michael J Anderson and I very much doubt either he or the producers of this show gave the developers permission, which if so is really not on.

3. Mexicana: Deadly Holiday

I love all the references to Mexican culture, history and religious beliefs and I think this game has fabulous design and colours. Each time you meet a new character they also get their own comic-book freeze-frame intro which is fun.

The premise is that, guess what? Your fiancée is in trouble and you have to go to rescue him. This time from the underworld! There is an incredible variety of puzzles in this game which range from repetitive (put balls in holes or click until figures move somewhere - not really puzzles if you ask me) to mixing paints, dressing up in the correct costume, or rearranging lines so they don't overlap. Some of the puzzles are a bit baffling, despite prompts, so I have to confess to skipping, but all in all it's not a bad game and is certainly the first Mexican-themed Hidden Object I've seen.

4. Kronville Stolen Dreams

Definitely the darkest premises for a Hidden Object as you relive your traumatic memory of the day your family were burned alive in your childhood house. Was really not expecting that! A quite bizarre story here. Kids go missing and you're on their trail. You find out they're imprisoned in dream-worlds, all based on popular children's books. Every so often you randomly pass out or fall asleep to join them to try to free them.

I enjoyed the differently themed worlds but often the puzzle dynamics are just bizarre and require skipping. Any puzzle hints are varied as to how useful they are, and the whole game feels quite disjointed. All in all only one you'd want to play as part of a package like this. A shame because it could have been really interesting. Kudos also that I'm not rescuing my fiancée.

5. Cruel Games: Red Riding Hood

I think I'm actually being a little harsh putting this one so low down. In many ways it's better than Kronville. Puzzles generally make sense and it's actually quite a big game. The trouble is that after a while I simply didn't care. The locations all look the same as have been done before. I'm also getting a bit bored of rescuing boyfriends/fiancées too, tbh.

6. The Other Side: Tower of Souls

I really wanted to like this one. It's totally bizarre - a flying tower, a talking cat, animate trees etc. It's also quite dark in places for example having to get rid of a mad surgeon's robotic limbs. But it just hasn't decided what it wants to focus on. Is it meant to be creepy? Quirky? Am I meant to really want to collect the 'golden paw' coins to upgrade my mystical blue cat? Am I meant to be intrigued by the twists and turns of the plot - which sister is good or bad? In the end, it could have been a quirky adventure, but it ruins it by trying too many things at once.

. DO NOT GET THIS DLC

I REPEAT, DO NOT.

This DLC is probably the longest dlc i have ever done, So frustrating and the boss is so horrible.

You attack the boss then you quickly have to run to the wall to hide behind it, If your too slow you die instantly.

This DLC probably took an hour and 30 minutes and this DLC is extremely short and the rewards you get from it are crap.. In the critical real world = 2/10

In the cut them a break; it's not a AAA game, It's a few bucks and quite a fun little game you'd expect to find at like an arcade, kind of "world" = 7/10

I'm actually quite enjoying the game. Only on the second mission but still. I got it for \$1.97 and I'd gladly give them double just to help the devs out. It does support Logitech Extreme 3d pro joystick. Probably supports others but that's the one I got. The default controls are wonky and weird. So definitely rebind your keys.

Pros:

- Quick, fun little dogfighting game
- Pretty good landscape/background/ground textures/graphics actually
- Interesting plane/ship models
- Controls are fairly responsive once you rebind them
- Pretty good arcade style physics, speed is key
- Joystick support
- Unlimited ammo, regenerative health
- Pretty "diverse" set of locations considering

Cons:

- Graphics are obviously overall pretty dated but clearly some love was put into them. (Not a biggie)
- Voice acting was pretty "bad." But didn't bother me
- Horrible default keybindings (especially for joystick)
- No graphical/audio options. Though any computer post 2008 can run the game but still. Would have liked to downsampled the game to get rid of the little bit of aliasing here and there.
- Few UI issues here and there, no biggie
- No ECM/Chaff to help with avoiding lock on missiles, must dodge
- Only 6 missions. I want MORE and I'm only halfway through it

Overall: I'd say grab the game (even at normal price, \$2.99) if you're into quick, fun, indie games that had some effort put into them, are updated, and aren't blatant cash grabs. Which this is NOT. Or if you enjoy dogfighting games. Let me be clear, this isn't an Ace Combat game, it isn't a AAA game, it doesn't have much of a story, or really a top notch anything. BUT if you just want to have some quick dogfighting fun in fairly large aerial battles pick this up, help a small time developer who isn't all that bad. I'm only the second mission but really wanted to review this because I was actually pretty impressed considering. I didn't go in with high expectations and am pleasantly surprised "SO FAR."

Pick it up. You spend more on a cup of Joe.

. hm. It's more a concept then a game. It's short, very simple and not very challenging.

Still, I liked it much, espacially for the price. There are many 'games' on steam which are totally garbage. this is not one of them.

Positive:

I liked the SciFi setting and the models used very much. The graphic is alright.

In some missions, there was almost a feeling of being part of a action packed dogfight. For 1 USD, fair enough.

Negative:

Very short. You finish all missions in 1.5 hours. There is not really a reason to play the game again.

I had to use a 'Logitech Extreme 3d PRO', playing with mouse\keyboard is nearly impossible due bad flight behavior. (with the mentioned stick is was fine)

so, as long you have a (logitech) joystick, the only bad point is the very short play time.

If you buy, you get 1.5 hours of easy-going scifi dogfight with some nice Aircraft models. And that for 1 dollar.

The devs had some fine ideas & tried to make a good game, but due low budget and inexperience it becomes a demo V design study V concept work. But hey, it's bug-free and stable.

Worth the 1 dollar.

I do think this game is enjoyable, if even just to waste time. There are certainly better games out there, and this is not one of those eye-popping good games. However its a good game to play when your bored or just want to be evil. I am dissapointed with the lack of a good skirmish game.

If your looking for a game you can easilly spend 100+ hours on, dont buy this game. If your not strapped for cash and you just wanna experiment and dabble around with different types of games this is a good one to check out.. Better than Mighty No9, but that isnt saying much. Its okay, but between bad level design, sporatic input lag that ends up killing you, and frustrating gameplay, I can't recommend this game for more than \$5.

If you're thinking i'm just bad and can't make it past the levels, I've almost cleared Cuphead on hard.

I wanted this to be amazing, and while okay and much better than Mighty, it isn't a solid Megaman game.

5V10. Simple Fun with great visuals and sound, I loved the customized fell to it and that you dont have to pay to get a good ship just play!. This game is a fun management game. I find its graphics flawed and the mechanics are little more than that of a mobile app. I would recommend this game but only at a very cheap price.. I found this to be a fun match up game. Though I did find the controls to be a bit tricky to get a feel for at first and some of the challages like making chains a challage. But once you get the feel for the game flow it's quite fun.

There is a bit of a pokemon feel to it as you do collect beasts which you fight with and each have their various skills and level limits. Though I only played for a few hours I find it's a nice casual game easy to pick up and the various area challages easy to do. The music is fair to listen to, I yet to find I want to turn it off though there's not much selection. Plus there's a fair bit of text reading and the story line is a bit simple for my taste but not completely bland.

So if you liked puzzle quest then you will enjoy this game as well.

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