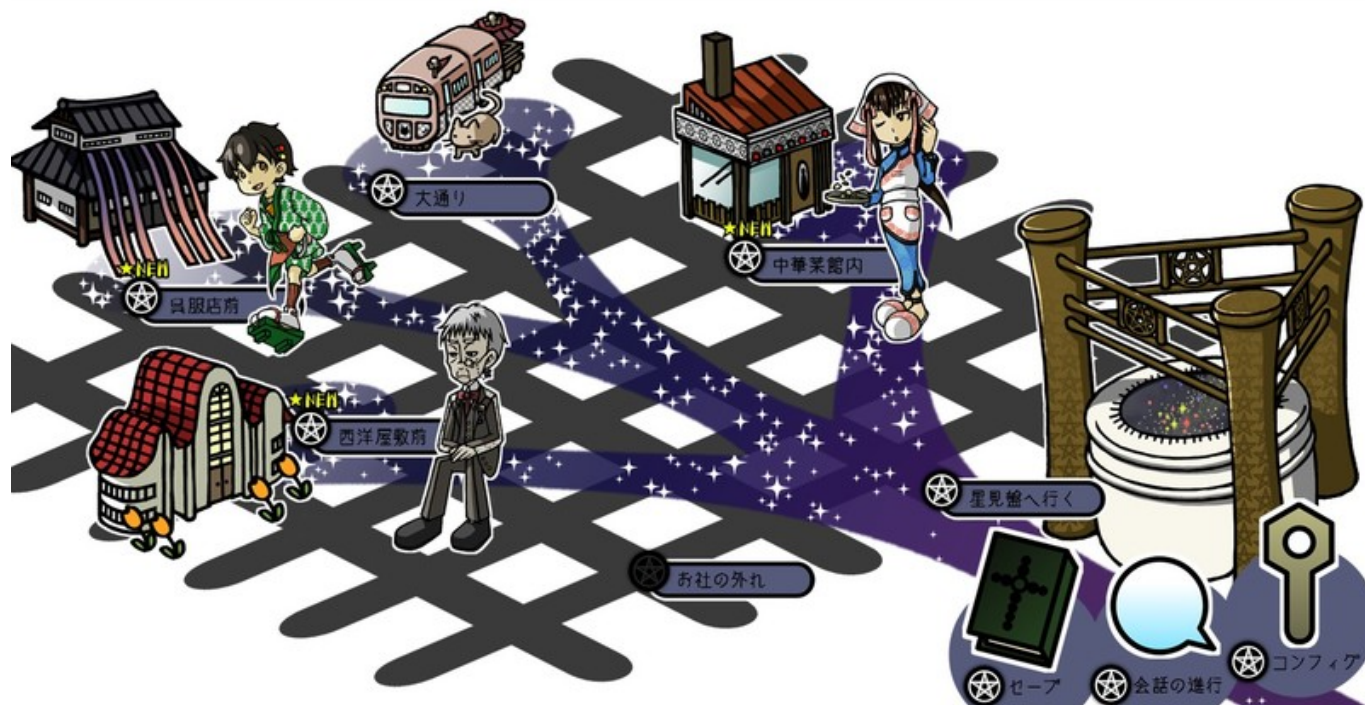


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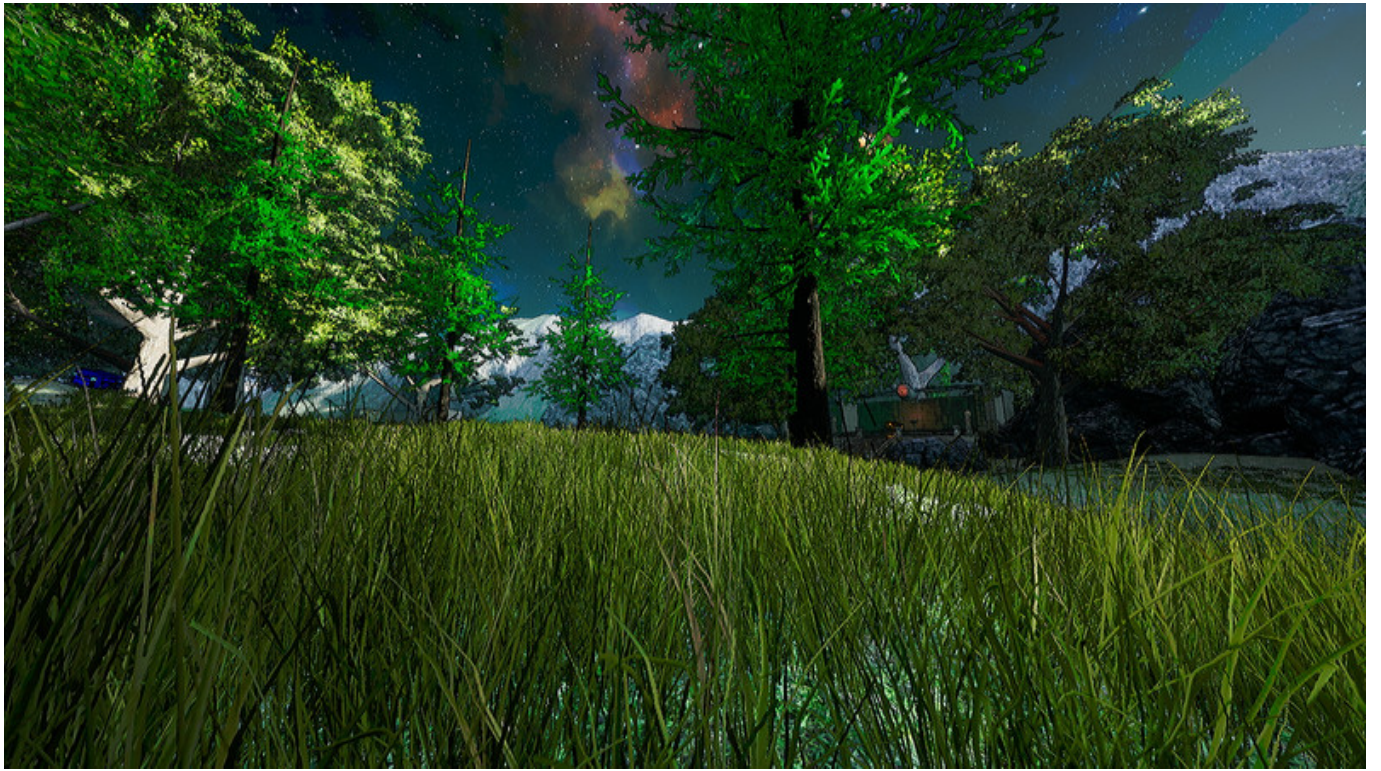
About This Game

At the end of 19th Century, dark forces overshadow the world once again. A brave agent, experienced in exorcism and combat, comes to face the oncoming evil, and fight loathsome supernatural monsters and horrific spawns of black magic. In the role of the agent, it's your quest to combat sinister forces and to face a dark warlock of the ancient times and stop his plan to capture powerful artifacts of black magic.

Title: Larva Mortus
Genre: Action, Indie
Developer:
Meridian4
Publisher:
Meridian4
Release Date: 19 Mar, 2009

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English







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Tough decision.

The game is good!

The ship building system gives lots of freedom.

The physics are done well!

...BUT...

There are 0-3 players online. The game modes are meant to be played cooperatively, but there's noone to cooperate with. Most older players just build and showcase their "awesome" ships... and that's all. I've had fun playing FFA against friends and learning how to build effective ships, but that's just not good enough for a commercial game.

I'll say "yes" for now, but if it stays like that, I'll switch to "no" later.

UPDATE:

The ship building system does give lots of design freedom, but if you want your ship to be effective in combat, you HAVE to use certain parts in a certain ways. Parts need to be rebalanced for this to become less of a toy and more of a game. There's this "autoaim" module that is too good for its price - ships with fixed weapons or manually mouse targeted weapons are strictly worse. It seems the "aiming" is done server-side too, which amplifies the importance of "autoaim".

Switching to "no", hoping for a miraculous update that will bring the game back to life.. A great choose your own adventure with interesting setting and plot involving time travelling, ancient civilizations, gods and feathered monkeys. Different from usual COG releases. The story is well paced and progresses interestingly despite long gameplay length. The character stats are a lot, but it is written well giving players multiple choices in most of situation. So if players play to their character strength, quite difficult to fail stat checks. The main group aside from MC, consists lot of different and interesting character that engages me. Kudos to author for writing a good CYOA consisting of clear plot, interesting characters, unique settings and balanced stat checks. Recommended to anyone looking for good CYOA that is well worth the price.

9/10 Will become rich by selling ancient gods, again.. I bought **Books after I got a 75% off voucher through steam and honestly after 1.5hrs I feel that I overpaid for it. Here's why:**

+ Books is an achievement grinding game app. If you accept it as such and you like mindless achievements grinding then it is for you.

-
- + You learn some interesting and some otherwise funny facts about a small selection of animals and birds.
 - + The UI is so simple, a four year old could use this app (assuming they could read). Perhaps aimed to younger audience?
 - + At the time of writing this review, all 4,564 achievements could be unlocked in under 2hrs.

- Books is not a game per se, so it is a waste of unreal engine's power. There are many other apps/educational tools which are suited much better to this type of Q&A application and on top can provide stats and graphs for the progression of your learning.
- Each answer right or wrong regardless will net you in between 9-14 achievements! Often you have to wait before proceeding for the achievements to catch up!!
- Achievements are abstractly named and have nothing to do with the Q&A (except for a handful of miscellaneous ones). At the 4K mark, I could not keep track of which achievements were missing without a guide.
- UE4 glitches galore and erratic frame rate (locks to 62fps! Drops to 40fps for no reason on static scenes). It spawns the Oculus store when starting and exiting the app! (why use VR functionality?)
- Bad assets scaling on full screen (UHD mode, 4K mode or anything above 1080p); frequent crashes.
- Non existent/audible sounds or music; even when the volume is cranked up to extreme levels you can barely hear a pop sound here and there (at that level other games rattle the house windows). Bug?
- Quite a few spelling and grammar mistakes. Some questions make no sense at all (Google translate?). Best part of the app, seriously!
- No Steam trade-cards, backgrounds or icons

TL;DR: If you are a completionist or on the hunt for steam achievements and don't care how you get them, then Books is made for you. You could be watching your favorite TV program while clicking away to earn 4.5K+ achievements on a \$1. Otherwise, steer clear, as Books feels like a highschool project experiment at best with its elementary level of Q&A and it is not worth your valuable time.. The game might be best described as "exploration horror". The artwork is fantastic, sound design is great, but, unfortunately, the game isn't really polished. While the art style is perfect, a lot of the assets are reused and, moreover, enemy types are limited.. I don't remember seeing that this was a beta release or still in testing, but, overall it's ropey as hell. Sometimes, the menu doesn't work which isn't a good sign. Also, there's a bit in the middle of the map that tells me to press A. When I do, my character in the background moves left... I think they mean press E as that opens a menu.

Don't buy this if you're expecting a smooth game, maybe in a few weeks or months they'll have sorted out some bugs... seriously, the menu works sometimes, but half the time it just doesn't respond or only lets you choose some of the options.

It's got potential though. I'm abandoning it for now and will come back to it in a few months when hopefully it will be more complete. For now though, I don't think they should be charging anything for it.

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