BoX -containment- Download Uptodown

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About This Game

Think outside the box!

Prove your skills on the tricky challenges of BoX -containment-!
An ultimate mix of **puzzle and arcade games** is waiting for you. Resolve head-scratching puzzles, overcome traps and sneak past the heartless opponents.

The tiny box **Boredox** and her friends need to find an exit out of a mysterious prison. Not only a lot of speechless boxes is blocking their way; evil, polygonal enemies are running crazy to delete everything near them.

Can you help them to find the exit? A lot of stamina and severe discipline is necessary to beat the **ten different challenge rooms** which will get harder very fast.

There will be no classic Game Over in this game. Only giving up means Game Over.
This game will take your death-counter to the maximum.

This includes the box

◇ lovely package - evil inside
◇ Over 100 very difficult stages
◇ Riddles that will melt your brain
◇ Heartless enemys on speed
◇ Different, playable boxes
◇ 35 unlockable achievements (ingame)
◇ Music by Chris Zabriskie, Decktonic and Tardiss

Why this box? - why not!

As a tiny solo-game-developer I´m absolutely amazed that my game got the chance to be on steam.
I thank you all very much for the support and hope that some of you might enjoy the experience (and pain) through BoX -containment-. And maybe you even learn something about yourself...maybe...

Title: BoX -containment-
Genre: Casual, Indie
Developer:
Memorazer Production
Publisher:
Memorazer Production
Release Date: 26 May, 2016

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English

litter box containment system. lnt a-box containment system. containment box define. hunters hot box heat containment system. containment glove box price. containment box fails. zombie containment box video. containment box therapy. zombie containment box for sale. box fire containment. containment glove box. cat litter box containment system. glove box containment. containment box set. zombie box containment. stuffing box containment. box containment. spill box containment. litter box containment. containment box definition. containment box ic2

Don't waste 6,99 on this DLC, rather buy the Season Pass. Anyway my opinion on the DLC...

PSYCHEDELIC OUTFIT: 8\/10
PSYCHEDELIC WEAPON SKIN: 8\/10
PSYCHEDELIC DRONE SKIN: 8\/10
PSYCHEDELIC CAR SKIN 8.5\/10. Really Good But one scenario that's really difficult and need to have a brain to work it out! the 75 min one! reagardless how clever you are there is not enough time within the 75 min to complete it i've scored 256 points top score even though less than 3 mins late to complete besides everything else all other scenarios are brilliant! regardless to this one problem (hope for an update)? To ammend! I'd still give it 9\/10 ! well just been informed that it can be done within the time spec so obviously try, try again! Well i've got to say everything prior I have said is to the contrary incorrect i've completed it with a 1000 points and it does push you to the test I now give it 12\/10 just for how difficult it really is! but finished it by 10 mins early!. As a die-hard Freelancer fan, I really tried to like this game, but after 10 minutes I couldn't stand the futility anymore and clicked "Refund" instead.. its by far the worst of the 3 games. OMG. I know that's an old game but those controls are nuts! Rotate with scrolling? Zoom with middle click+scroll? Move map with middle click? WTF IS THAT? You haven't even updated those controls to what modern game using? I only played Commandos 1 (and maybe 2) before but I can't remember such problems, maybe they just haven't had them, or maybe I was used to them 10 years ago.... I tried doing all that technichal stuff and even opening the game from the icon but it doesn't work then my computer get's hot and then I have to close main from the task maniger. Something is wrong. And I really wanted to play this game. :(

Update: Tried again with steam support person helping me. STILL doesn't work.
Since it runs in the background it's over the time to get a refund as well.

This is stupid. Fix your damn game.. For \u00a34.79 on sale I decided to wing it and give the Class 319 a try. The train is decentt to drive but once again the sounds are recycled from the Class 455. Get the AP pack alongside this!

If you have the London to Brighton route it includes 2 new scenarios but none for the Chatham Main Line or South London Network! Unfortunately the scenarios on the workshop require you have the London-Faversham, South London Line and Class 378 packs additionally so for some that will be a disappointment!

Overall, 6\/10 for the standard DLC. 8.5\/10 for the DLC + Armstrong Powerhouse pack.. This is a typical shovelware bundle game. Got it from the Yogscast bundle on Humble and as with many of the other games in that bundle it's ok and not entirely without merit. But the step from "ok" to a remommendation is a long one. It's pretty much a blatant Adventure Island clone (it goes so far as the first weapon you come across is a stone hammer you throw in an arc...) with somewhat unresponsive controls and not that much value outside from trying to appeal to nostalgia.

The asking price is just way to much. If you get it during a steam sale at like 80% off or something and you really like Adventrue Island, sure you will get a few hours of enjoyment out of it, otherwise don't bother.. Simple but entertaining game! Worth every cent.. all i can say is that i reommend this game fully and possibly even with the season pass. Yes you read that correclty. Here is the thing, this game is not just a horde mode style game like kf. kf2 is one of my most layed games with over 330+ hrs on it. This game features a full fledged campain that can be played coop with a total of 4 players, whic his great but not needed to have fun by any means. The graphics are great looking, the level design is some of the best level designs for a game this style that i have played yet. THis blows the doors off of l4d when it comes to level designs. The gameplay for me anyeay is bug free and i havent had any issues with the game so far. Horde mode is great fun and i will be returning to this game after i have cokpleted the campain a few times. Now for the big elephant in the room that everyone seems to hate on this game for is the price. To me this is very subjective, i dont get bored of these games easly and the content that is their is more than what people make it out to be. Campain on the first playthrough is about 8-10 hrs long, horde mode is well horde mode and theri could be some tweaks to be made their sure but it does have a good foundation to build apon. Also what gets me is that this game has promised free montly content even with having the season pass. I dont know why this is never being mentioned. All and all i dont regret the purcahse, in fact the game is better than i thought it was going to be in the end and im already looking

forword to what this game is going ot turn into.

Ps. i bought kf2 on day one and that game took two years to have a good amount of content in it and that shizz was 30 back then. So sb already has way more than a few games of its genre

Almost a year since last update so I guess this is dead.. I've owned Patrician III since February 2013, and as of today Steam tells me I've played 83 hours of the game. In that context, it is with regret that I write this review and state that I cannot recommend P3, at least not to most players--even those for whom the game does work on their computer. (There is a pretty large number of negative P3 reviews on Steam, talking about being unable to play the game on Windows 8 or Windows 10. I've never used those operating systems--I've used Windows 7 since 2010, and I write this review from that perspective.)

Let me first tell you the things I like about this game--and there are quite a few of them. I enjoyed the game from the start. The map of northern Europe, where you'll likely spend a fair amount of time, is to me very atmospheric. It really conveyed to a sense of sailing miles across the Baltic Sea, of the waves and discovery, birds and winds and the occasional pirate, and the thrill of arriving at a new port, sizing up the situation, making some sales and purchases--and realizing that you have, quite easily as a matter of fact, turned yourself a nice little profit. The town maps are also atmospheric, with lots of people walking around, talking, music playing, lots of buildings you can click on to learn and interact with the town, and as a result, you get a distinct feeling that there is a whole lot to do and explore throughout the world of P3.

When I first played the game in 2013 I remember that it really did not feel like it took all that long before my little merchant company was just raking in the dough. Around the time I had in my merchant fleet 3 or 4 ships, it just felt like I was on top of the world. I had reached that point mostly by taking good trades. I had even used pen and paper to log down the prices of goods in different cities, allowing me to get some of the most favorable pricing.

I had hired captains and crew for my ships, fought and defeated a few pirates, navigated random events, pieced together a couple of treasure maps and then recovered those treasures. I was starting to work on making the people in my hometown of Lubeck happy, construct new bulidings there, bring new people into the city to work in the buildings I'd put up, and just beginning to automate the sale and purchase of goods around the Baltic. And how fun that I could now produce internally, at a lower cost, some of the goods that I had previously needed to purchase from others and then resell, using the buildings I had constructed.

I had 200k or 300k gold around this time, easily racing past my closest trading competitor, and with it I commissioned the construction of additional trade ships, and had even issued a few small, short-term loans to inhabitants of Lubeck. I was having fun reading the daily food menu in one of the buildings, imagining how delectable some of those dishes decribed there would be in real life. And I was increasingly thinking about my company's long-term future. I would be able to make auction bids to buy ships for sale soon, instead of capturing pirate ships or commissioning new ships for construction at the local shipyard; eventually I could visit more distance parts of the world. Even now, just writing about all these cool activities and possibilities gives me a desire yet again to play the game.

Sadly though, P3 has a number of flaws. And if there is one single major flaw, it is unnecessary cumbersomeness.

First off, the tutorial feels clunky and incomplete. P3 has many nooks and crannies, and many of those should have been covered in-game. Instead, if you want to understand many of the basic gameplay mechanics you'll have to go online and look around for guides. I did this early on. In fact, I found myself having to return to online guides repeatedly in order to play the game halfway well.

There are lots of times where the game simply does not give you the information need to make good decisions, though in reality you would have had access to such information. For example, when in a random event someone asks if they can hide some illegal goods in your warehouse, should you do it or not? I think it was just a yes or no choice, and as I recall there was no way to find out what the consequences might be if you were caught, who might potentially catch you, what you could do to try to improve your chances of not being caught, etc. It felt like one of those moments in some 1990's adventure game where you have to take blind, unintuitive actions in order to succeed.

P3 also has a quite a poor user interface. Things that ought to be easy to do are unnecessarily difficult. I think it took me weeks of playing the game before I discovered that there was an in-game newspaper. And the trading system--

On the one hand, the trading system feels fine, as long as you just have 2 or 3 ships. You'll be able to directly control that few pretty easily, using the manual trading screen to get yourself some good trades and issue orders for your ships to head to the next

port. But if you want to start automating the selling process, it will become quite a bit more complicated, a messy quagmire that in the end may just cause you to stop altogether.

Like this: if you want to automate trade in a town you can build a storehouse there. Unfortunately, before you can build a storehouse the town will first need to trust you sufficiently, meaning trading a lot there. And constructing a storehouse is very expensive. It requires something like 100 bricks and 10 wood--meaning a lot of extra planning to get all that material into place at the same time--as well as some gold. What's the problem with letting me build a storehouse made entirely of wood, or bricks? Or how about letting me rent space instead?

Of course, you can also build a ship and send it to stay in a town port. You have to know exactly what you're doing when you set this up though, as the tools for doing so are confusing and clunky--heaven forbid making it simple.

Let's say you've found a good town to sell leather to and buy wine from. You can put a ship in port to do both--but some other trader arrives and sells the town a whole bunch more leather, so the price falls, and now you'll want to buy instead of sell. There's no way to automate it though--unless you have a second ship in the tow to buy leather.

Oh, and don't forget that each ship will need to have a captain as well! You can find captains randomly in taverns around the map. You'll need to search each tavern manually while you have a ship in that town's port and hope you find a captain, and then hire him. Then you'll need to have a ship that he can command. I'm not certain of this, but I believe that you cannot hire a captain until you have a ship without one. So if you do happen to find a captain somewhere in the world, you'll need to wait until you have an uncaptained ship, then return to that port and hire the captain--and I do believe that captains will leave ports sometimes, meaning you just might miss your chance, and be left with a ship that is completely useless, until you find another captain.

These and other interface problems are accentuated by yet another issue: real-time gameplay. When you set the game to its slowest speed and then go into a town, time passes at probably one day for every couple minutes. On the Europe map, it's more like one day every 5 or 10 seconds; either way it's too fast, and some things will probably slip through the cracks, especially if you manually fight pirates. And if you automate combat, you'll probably regret it quickly, as your captains are too stupid.

This could have been a really great trading game, but it just has too many flaws. If you can get past the unecessary rules and poor interface you may really enjoy it. But I think most strategy players, myself included, prefer games that are easy to learn, difficult to master. I may return to P3 again, as there is much to enjoy. But it's certainly not easy to learn and play.

5.8/10. I begrudgingly bought this game because my 6 year old insisted on it. Turns out this game is awesome. You can switch between keyboard\/mouse (PCMR) and controller very seamlessly; just whomever wants to play at that time can take the controls.

Game play is super fun and has pretty good replay value as well.

Protip, if you liked this one, Grow Up - the sequel - is even better so you should get the bundle.. Good game. Has a mixture of action and... nonaction (i dont know what to call it) Good story. some of the required grinding for items kinda sucks (*Cough* Sceamer Core *Cough*), but once you get passed that, the rest of the game's fun.. I DO recommend Far Cry Primal, but only with a bundled set of disclaimers, caveats, and concessions. Let's cover those first...

1) Ubisoft/Uplay. An understandable dealbreaker for many gamers. You have to be signed in to Uplay and Steam to play, even though Uplay is a useless ghost town everyone hates. But Ubisoft doesn't care. Because they're Ubisoft. Being THE WORST is just what they do. Sometimes I try to imagine what the Ubi offices must be like, and when I do, I always envision a bunch of unregistered sex offenders sitting around in cubicles chomping their own sun dried feces.

"Yo, bro, you wanna bite of my mookie stick?"
"Naw, bro, I got a peanut allergy, I best chomp my own."

So, instead of drowning this collection of human detritus in the nearest bathtub or waterlogged old tire, you have to give them

$60. Assuming you possess a human soul, this will make you feel dirty. #foreverunclean

2) The core game, played on default settings, is just another crummy, shallow, hand hold-y Far Cry game. If you've played one, you've played them all. The spear and the dingo won't change that.

3) Technical issues abound. From what I can surmise, Primal inherited some pretty massive frame rate and memory leak problems from Far Cry 4. My rig overpowers Primal by miles, and yet there have been many times when I could only play for half an hour, before crippling frame rate issues forced me to restart. Sometimes I'd make it all the way to a couple of hours, but most of those forced resets landed in the 45 to 75 minute zone. Ubisoft was, of course, too busy a'chompin' to offer any tangible assistance, despite my requests for help. Luckily, I was saved by a kid on youtube, who had posted a video about how to tweak the problems away in the .ini and nvidia control panel. That was a complicated hassle in its own right, but I was lucky enough to have a set up very similar to the one in the video, and in the end, it did fix my issues. Completely. There's no gaurantee that's going to work for you, but, hey, feel free to utter a prayer to whatever gods you worship and take the leap, if you're feeling frisky.

And now you say, ok, Third, I get it, and I'm still potentially willing to navigate this circus of failure if there's a fun game on the other side of it, where I get to run around as a cave man!

And I say to you, excelsior!! For those that survive the many trials of the feces chompers can find something very special at the end of their stinky, half broken rainbow.

In Survival Mode (which was added post launch), with almost all of the interface turned off, Far Cry Primal becomes a fascinating and unique experience. It's just you and the wilderness.

You have to eat, and sleep and stay warm. It's survival-light, really, but that's the correct setting for what's going on here. Unlike many of the true survival games, where survival mechanics overwhelm everything else, Primal's realism has a much lighter touch. The food and shelter considerations only add to the organic feeling of being there, among the Wenja (your tribe), without ever hijacking the experience.

Organic. In almost every circumstance, organic is what Primal does best. The combat, for example. In a game with a spear, a club, and a bow, the combat is never going to be the centerpiece. And it's not. Fighting feels functional, at best. I find that accurate. You're a bunch of primitive hunter/gatherers, not ice age warlords, and the combat reflects the fact that you're using primitive hunting tools to engage in warfare, at the times where warfare happens. The big game changer of interpersonal conflict is not a grand contraption like a massive rocket launcher, or the guidance lens for an orbital laser array, but, simply, fire. Good old fire. It's what keeps the wolves at bay.

In this case, literally. All of the conflict in Primal takes place on a steep incline. A couple of wandering tribesmen are easily dispatched with a few jabs of your spear. Encounter a little pack of fussy dingos and they are likewise fodder. In these types of fights, the game can seem too easy. But add just a few more tribesmen, or substitute a trio of wolves for those three dingos, and you've gone from academic to intense. Add a village. Meet the wolves at night, in unfamiliar terrain, far from the nearest campfire. Now we're all the way to overwhelming, and we haven't even reached the game's true leviathans: big animals. You don't want to make them angry. A wooly rhino or a bear will come down on you like an angry mountain. I've never been killed faster than that time I thought it would be a good idea to shoot an arrow at a moose. The hooves were real. It was like being the floor at Riverdance.

Luckily, most of the animals are only hostile if you mistreat them, and most predators can be tamed, assuming you can isolate them from their pointy friends, and you've been keeping up with the homework at wild kingdom charm school. The taming is a lot of fun, if vaguely reminiscent of pokemon. Tougher animals need to be worn down before you bait them, but once you get them interested in the free snack, it tends to go pretty well. A lot of the joy in Primal comes from these furry friends. They're fun to pet. And since you've got the interface turned off, they're also vital to exploring safely, as their growls and yelps provide a kind of sketchy biological radar. It's another great example of how beautifully organic the experience of playing Primal can be. Correctly optioned, you're never looking for an icon, or following a trail of magic waypoint lights. You're being there, in the forest, scanning foliage for danger, listening to your companion for clues, listening to the myriad calls of the wild around you, deciphering what feels like a breathing world on its own terms, in its own language. It's a wonderful, unique experience.

There is a story, and it's a fairly simple one, befitting of the simple cave folk it concerns. There are a few named NPCs, and what they lack in numbers they make up for in sheer lunacy, most of the time. Without spoiling the game's scripted moments, I will simply say that they are a fairly memorable group of people, with similarly memorable interactions. There are collectibles to stalk, and rare beasts with different pet skills, better pet stats, or, just finer pelts. Your village can be upgraded and expanded as you find and recruit more Wenja. Aside from a few NPCs, they don't really interact, but they're fun to watch in an ant farm kind of way; the villagers without real speaking parts get up to all kinds of domestic shenannigans as they pursue their daily lives. And there is the owl, your friend and totem, who would be useless in the default game, had we not agreed to kill that interface and play survival mode. In our version of the game, where no icon pops up in your HUD to inform you of nearby people, quests, and locations, the owl, with his flight and keen eyesight, is an invaluable scouting tool. (And a lot of fun to inhabit and fly.)

I feel as though I've said almost everything that needs saying here, so I'll close with a few notes on killing the interface, because you probably want most of it turned off, but not all of it...

Leave your health bar on. If you turn your pet's health bar off, you can still tell when it's injured because you will have an option to heal it. Your health bar has no in-world equivalent, so if you turn it off, you have no idea when to heal yourself. Leave the environmental prompts on. If you don't, you'll spend ridiculous amounts of time on simple things like looting or trying to align for grapple throws. And finally, leave the thing on that tells you what you're picking up. You kind of need to know what resources you're accumulating, and even if you didn't need to know, it's still silly to suggest that you wouldn't know what you're putting in your own bag.

***A quick thanks/credit to my friend Matt, who coined "unregistered sex offender".. My Night Job is a fun action game about a guy going through a house filled with monsters trying to rescue people. There are a variety of weapons in the game, all with different pros and cons. Some do great damage and hit multiple enemies, but have a low durability, and things like that. The game is not quite that simple though. While trying to rescue 100 people(for an idea of how long that takes, in about 17 minutes I saved 23 people), you also have to watchout for rooms that have too many monsters in them. If too many monsters get into a single room, they will start destroying the room. You can only let 3 rooms be destroyed, because you lose if 4 get destroyed. The house itself is kind of a maze to try to get around, which adds to the challenge of the game. There are also some power-ups that you can get by rescuing VIPs. For example, I rescued an old lady in a wheel chair, and she gave me a power-up that instantly killed all of the enemies on my screen. Besides the house getting destroyed, you can also lose by dying, but that was probably obvious. After you fail, or win if you happen to be good at the game, you get your score placed on the leaderboards, so it can be a fun game for trying to beat a friend's highscore or something like that. There is no real story to the game outside of what is shown in the opening cutscene when the game is opened. Overall, the game is a lot of fun. Keep in mind, this was sort of a first impressions for me, and this is what I gathered when I first played the game. There may be more that I have missed. If you are interested in seeing some gameplay, you can check out my video: https:\/\/youtu.be\/MlQ-zwC506w. Back in the day i got the original game for free in a magazine.
It was Simple but really fun this new version is just the just a little better.

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