
+AVG
+CV
+CG
+BGM
+STEAM

Title: Memory Oblivion Box
Genre: Adventure, Casual, Indie
Developer:
DreaMory
Publisher:
NVLMaker
Release Date: 14 Jun, 2016

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English,Simplified Chinese,Traditional Chinese

Character Selection



Mahiro Kunizu

A designer who joined the company at the same time as you. Always smiling, but aggressive when it comes to love.



Ryo Kaido

A hotshot from the PR department. Takes his job seriously, but also has a sadistic side.



Sadayoshi Saijo

Used to be your boss when you worked in sales. Gets very jealous and possessive.



Akihito Hyoga

Head of the development department. A team leader, but also the quiet, mysterious type.



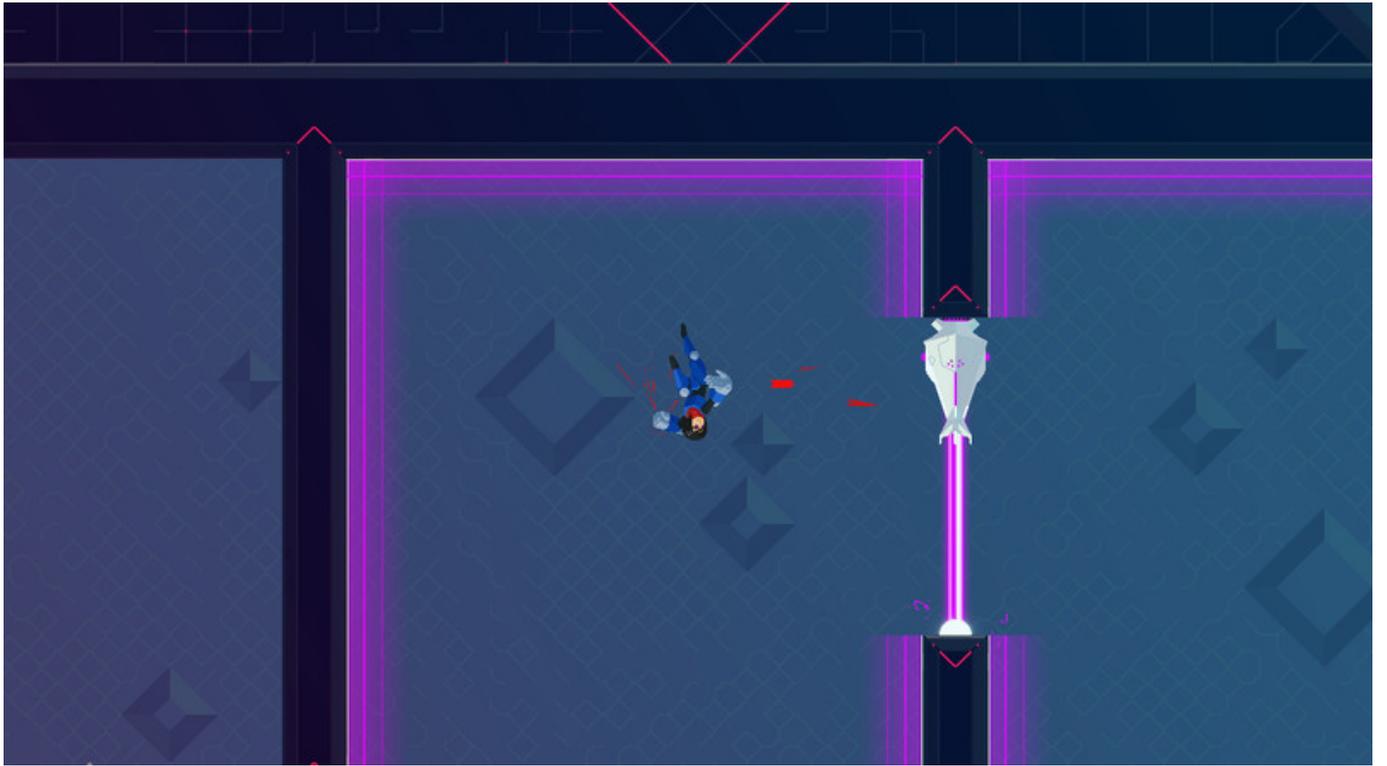
Haruyuki Otori

The young CEO of the company you work at. Smart and calculating.

[Character Introductions](#)

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memory oblivion box

A fast game, with no more than 4 hours of gameplay.

This game remind me some old school platform from ps1, so I really enjoyed it.

I've got a little bit confused about the story (who is the man they are trying to save? what's that boss?), and the items u find through game, but the visuals are really nice!

sometimes I had this feeling of flow, while using the right combination of attacks to get through some parts of the game, and that was really awesome!

I would say this is a 7/10 game. So, for 3-4h, its worth a try.. I jumped into my first outing with BattleSky VR and I had a blast. I can't believe how fast I can move with out getting sick. I played some two on two escort mode which was a lot of fun and then a little free for all where the other players were helping me out with the controls.. dont. unless you have a gamepad, then maybe.. A rather fun square-sliding puzzle game.

I consider myself a reasonably clever person; Flat Path disagrees. I'm stuck on 11V100. I shudder to think what hellish mental contortions the remaining 89 would subject me to.. Puzzle game in which the puzzle part is used to command a ship accross levels.

Interesting mechanic but gets tedious.

Game is fine, well animated.. It must be one of the best confrontational card games. Unlike MTG, there's no deck-building, but prudent calculation is needed.

Cool game in anime style, beautiful graphics, good music, cool gameplay. Hard to write an honest review after the first day of release. Made in Unity it sure has its moments.

It is an adventure, with puzzles and hacking to find Dan McPenrite's sister Merle.

On this adventure you will be able to explore different worlds through VR (Virtual Reality).
You're able to hack systems, with Linux style command line.

Now for those who never used Linux, no worries, the game does have a help command option to show you the commands.

Pros:

Ok graphics

Voice acting (at the time of this review I've found two characters being voiced.)

Hacking

Cons:

Typos

Bugs (not game breaking)

Game is in Alpha so bugs and typos do exist. But looking through that, it is a decent game worth trying.. A very nice game with cool old school type graphics!

From what I can see devs are updating it and adding new stuff very often, there are a few things they have to polish but I guess it's a matter of time!

Buy it and you won't regret it :). <https://youtu.be/V5Wn9bB9Fad8>

[Boring, short \(20min\) uninspired 'horror' game. Decent atmosphere, that's about it.](#)

[Find stuff, unlock doors, run through the dark. No jump scares and barebones story. Pass.. -I cannot recommend this game because of the broken and poorly designed 'Private Game' multiplayer save functionality.](#)

[- I really do enjoy the game overall and it's a shame that I cannot enjoy it with my friends due to the poor save game functionality.](#)

[- Obviously your team actively supports and creates content for this product. I would suggest you bite the bullet and redesign the whole autosave idea for private games. A\) I want to have more than one save slot for private games B\) the resume game function does not work for me and my friend C\) multiplayer games have literally had named save slots since the 90s, it shouldn't be that difficult](#)

[- I know it would suck to redesign this, but just accept that the current system is flawed/broken and spend a few weeks fixing it](#)

PROS

[-Great for single player](#)

[-Faithful to the board game](#)

[-Tons of content](#)

[-Rules variations](#)

[-Quirky yet fun fantasy artwork](#)

[-Good soundtrack](#)

[-Fun game overall](#)

CONS

[-Multiplayer save system is a joke. cannot continue a game \(games last many hours\) with their 'resume game' function](#)

[-No multiplayer save slots, only can resume last multiplayer game](#)

[-UI is slightly confusing at times. Whereas the game is precariously balanced parts epic greatness and frustrating difficulty, the soundtrack is only epic greatness.](#)

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