Platonic Paranoia Download Easy

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About This Game

Amaze yourself with **platonic paranoias**!
Platonic Paranoia is an adventure game with an amazing story and unique puzzles.

Story of the game

Murat tries to figure out what happened to him and his love after the ambush as they fell into an island they have never been. The cinema device in the mysterious room acts as a portal to different time zones. His brother and friends help him remember the incident but first he must help them get their freedom back.

Title: Platonic Paranoia
Genre: Adventure, Indie
Developer:
BERARTS LTD.
Publisher:
BERARTS LTD.
Release Date: 17 May, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 64-bit | Windows 8 64-bit | Windows 10 64-bit

Processor: Intel Core i5-4570T | AMD FX 6100
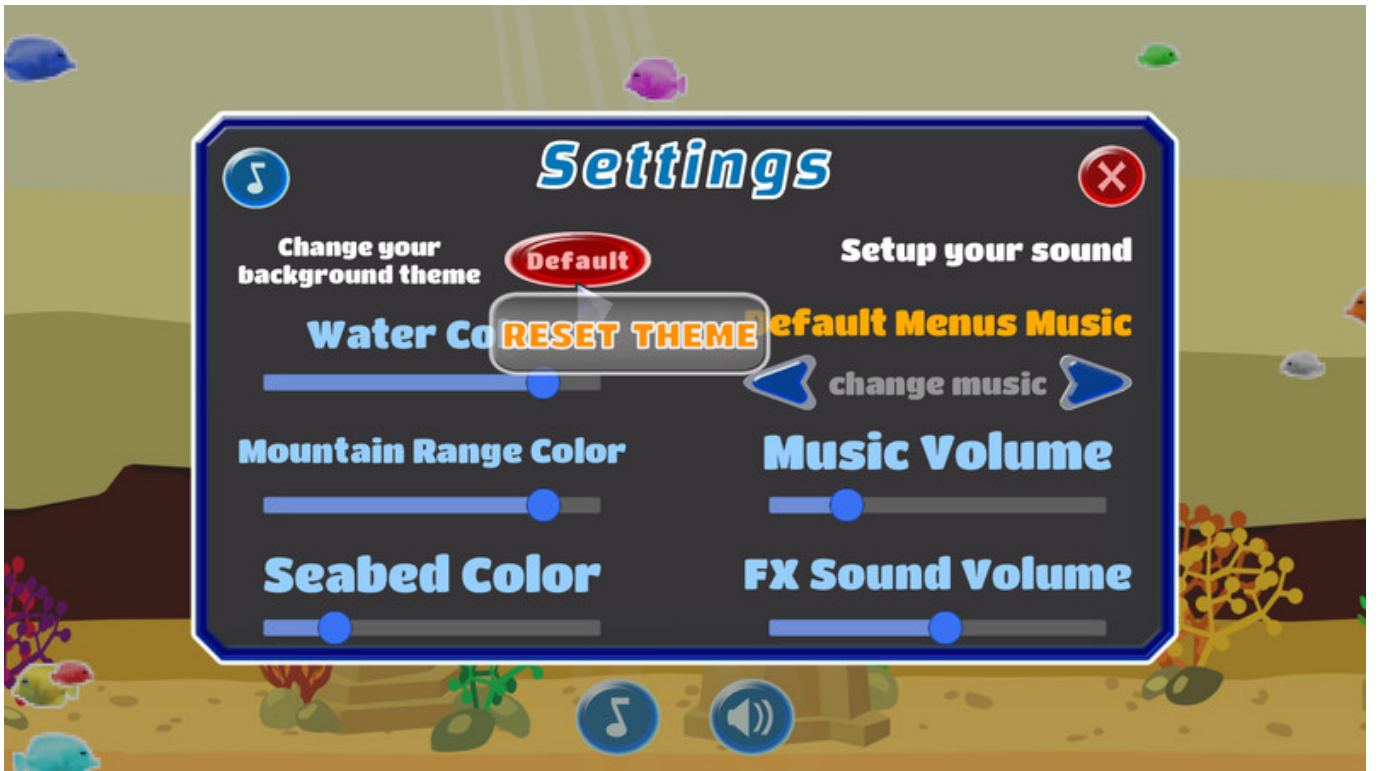
Memory: 6 GB RAM

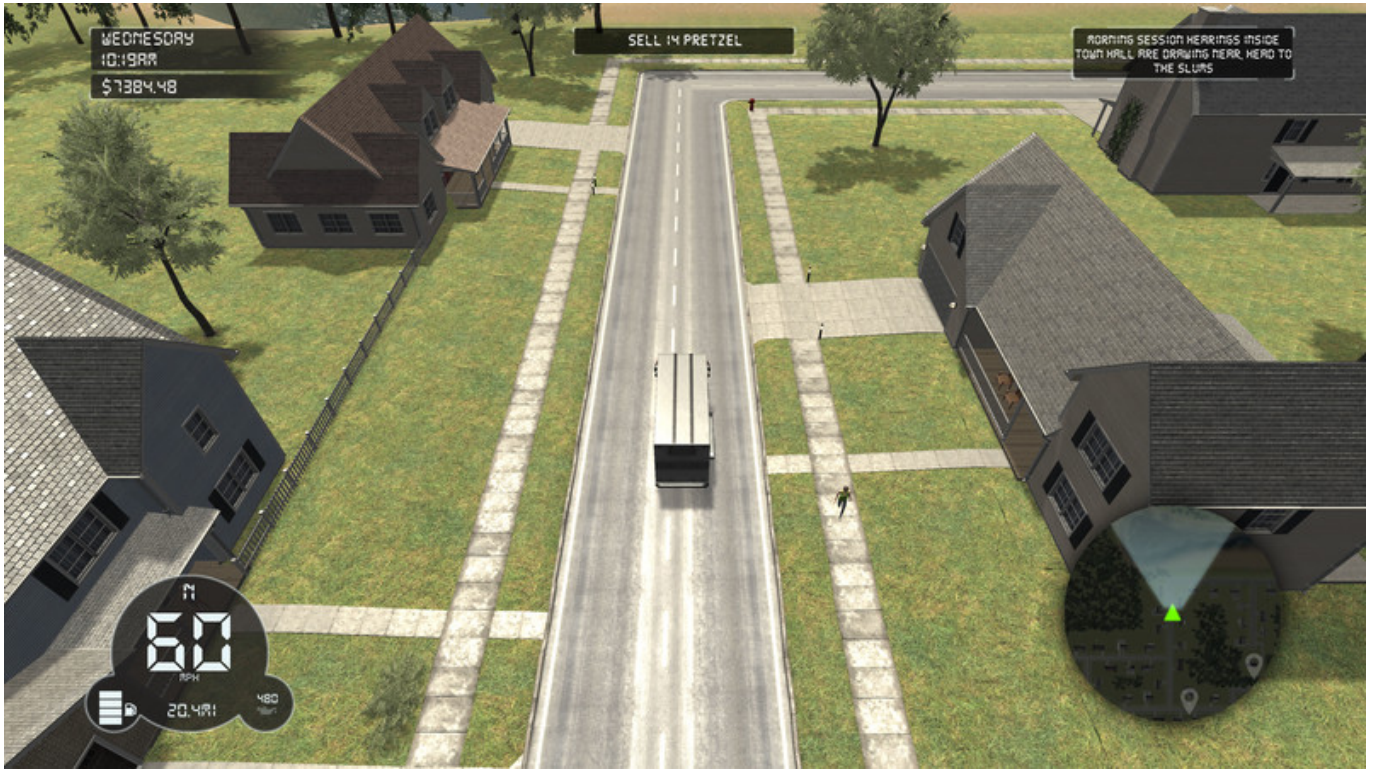**Graphics:** NVIDIA GeForce GTX 750 | AMD Radeon HD 7850

DirectX: Version 11

Storage: 9 GB available space

Additional Notes: 3-Button mouse is required.

English

Settings

Change your background theme

Default

RESET THEME

Water Co **Water Color**

Mountain Range Color

Seabed Color

Setup your sound

Default Menus Music

change music

Music Volume

FX Sound Volume

To me this is one of the games that feels really unique, like you haven't played anything else like it. It sort of the opposite of Puzzle Quest. In Puzzle Quest, you do RPG things using puzzle mechanics. In DROD RPG, you do puzzle things using RPG mechanics. The whole thing is a giant interconnected puzzle that using deterministic RPG mechanics. The only thing you control is doing things in the right order. The number of choices you have becomes stagering though. It's hard to imagine how a game like this was designed, as it seems like it is extremely balanced. It is possible to play so bad that you have to start the whole game (or at least half of it) over. It happened to me once. It's honestly not as big a deal as it seems though, it's kind of part of the fun. Took me 18 hours to beat.. Frog Climbers is not a game which you can play like 10 hours a day.
But if you want to kill Time it's a perfect pastime game.
I could play the multiplayer mode on the gamescom and I can say that it makes the most fun
when you play it with your Friends!
Really fun party game!. Very good game, i wanna say EXCELENT platform game ! There is one problem - when u shoot the bullets going exacly where the enemy is ! cahnge that ! pls.. AND make more traps cuz it too EZ :DDD

9\/10. Its a good game a bit rough on the guns but it looks good. "It takes time to make a good game" -Steven Hawking. Well ill give it some time I guess have a good day. Very Portal-inspired mechanics, but with additional functionalities of gun, including room rotation, growing\/shrinking, etc. A lot of the puzzles are frustrating to the point where I was having to cheat a lot and look up solutions online. Still, would recommend.. This ranks no.1 in my VR music collection, and it is a good one. Carry Me makes me feel good inside. Of course it's the *only* one in my VR music collection, but there will be hundreds more. That's what I tell myself.
. I love it. I love smashing planets and stars together and the graphics are great! I would love to see a third one! Great work!. I like this game a lot it is helping me to be able to improve my accuracy in typing the only thing i have an issue with is with not being able to make the window any bigger when i am not in Full Screen mode.

African Skies is my favorite track! Right after I got to the Nogo hotel I looked for that track to listen non-stop but didn't find it. So sad to see it couldn't be included. :(Even so, the soundtrack is amazing in general. Really worth it. :D. I love Metroidvanias, but I just couldn't get into this one. The art, music, and story are all fine but nothing to write home about. The combat however, is unfairly punishing. I get that metroidvanias are supposed to be hard, even near impossible...on the hardest difficulty. I was playing on normal and dying constantly(especially on the ridiculous boss battles) and I'm not bad by any means. I really wanted to like this game and I tried to make it through an entire playthrough, but due to poor level design I got stuck between two villages because I didn't possess the required skills(double-jump would be my guess) to reach certain areas. Absolutely nothing I can do to progress anymore. It was just a frustrating experience all around.. Hello= If you plan to buy this game Please DON'T This game sucks so bad the Dev's have no Idea how to make a game that play's

If I could get my money back I would

When you are playing you are not allowed to move the map which allows the AI to see things you can't

Bye. Why is this game so good? Frog Climbers is one of the weirdest games I've ever played, yet somehow also one of the most fun! The whole point of the game is, you're a frog, your friends are frogs, you're racing up a mountain, you have to win. It's really that simple, the controls are different, but very easy to get used to, and the best part, you can play with up to four people, so you can embrace the awesome stupidity of this game with your friends!

DON'T FORGET THIS GAME REQUIRES, I'LL SAY IT AGAIN, REQUIRES A CONTROLLER TO BE PLAYED.. its sic as bro u hit zombies and\u2665\u2665\u2665\u2665\u2665\u2665its totally insane. Summary: This is the Near Midnight of Dark Souls Steam Trash.

The content that is there is bland and flawed.

The combat was a slight stab animation & a side to side swipe which I guess is Heavy Attack but as the other reviewer pointed out, there isn't sound (at least by default, I could load it again to see if for some reason it is muted by default, but I don't think it would add anything); the enemies take too little damage per hit and you take too much; although it uses Stamina for attacks, thankfully it doesn't actually seem to function correctly as I could just spam click attacks and it would regenerate quick enough that it didn't seem to make a difference & sprinting doesn't use stamina.

The fact that sprinting doesn't use stamina meant I could run past all the default enemies until you get to the first 'boss', a giant Executioner surrounded by gallows and utilise the borked mechanic of if you aren't on the ground, then the attack animation can't trigger; so you stand on a barrel or the gallows platform and spam barely damaging stab attacks at a textureless, gormless masochist who will just take the beating until death, where you get text that you got a key for all that boredom (and the text fades but not completely off the screen).

You then sprint across a courtyard, open a gate, run past more stock enemies, up some stairs past more stock enemies, across a rooftop\/battlements where some stock enemies happened to be hanging around (who'd have thought), down some dungeons or dormitories where the stock enemies live until you get to the climactic boss battle of this build in the canteen where 2 big textureless axe mannequins fall prey to the fact that you can spam them to death from atop a picnic table because no one bothers to test this sort of crap even in Early Access & then you get 'To Be Continued' and then it takes about 10 seconds to boot you back to the desktop during which time you wonder if this trash has frozen your computer when at least Near Midnight had the decency to instant boot you out leaving you confused as to whether it had crashed or you'd sucessfully finished it (which you had).

At least I had fun with Near Midnight, even if it was just memes; this was just unplesant and tiresome in the space of 15 minutes during which I played it twice.

Also the inventory was tied to Esc and you navigated it seemed like I had to navigate it with the arrow keys, which is weird & bad.

It ends up feeling almost like (I think it was called) Accidental Runner, that Unity runner game tutorial that someone sold on Steam for a while before it got pulled; this seems like an unfinished tutorial of a Souls-them-up, sorry, Early Access tutorial.. I definitely recommend it! A very atmospheric game with an interesting plot. What is worth noting is that this isn't mentioned anywhere in the game, but here are 3 campaigns (Imperial, Pagan, Renaissance), so You can have more of a game than You probably could thought after purchase. As for the game itself, mechanics and balance of the game are very well done.. Amazing. It's basically QWOP with frogs. It feels so satisfying climbing up someone else.

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