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About This Game

In Study of Unusual: Forest of Secrets you are secret agent which went to unusual forest. You need to find out the reason of people disappearing. During the investigation you need to unravel the mystery of the forest, collecting notes and documents of disappeared people and try to stay alive.

Passing Principle

Collect notes in the forest to understand what happened to the missing people here.
The game has 7 notes.

Tips

Use saves as often as possible, because the Monster can kill you

Game Features

- Open world
- seamless locations
- Horror atmosphere

Title: Study of Unusual: Forest of Secrets
Genre: Casual, Indie, Simulation, Strategy
Developer:
EviceGames
Publisher:
EviceGames
Release Date: 24 Jul, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7/8/8.1/10

Processor: intel core i3-2400 CPU 2.40GHz

Memory: 6 GB RAM

Graphics: nVidia GT 640

DirectX: Version 10

Storage: 6 GB available space

English,Russian





50



50



325

CHOOSE YOUR PLANTS!

 100	 50	 150	 50	 25	 175	 150	 200
 0	 25	 75	 75	 75	 25	 75	 125
 25	 50	 325	 25	 125			

Jalapeno
Destroys an entire lane of zombies



LET'S ROCK!

MENU



ALMANAC
SHOP



I like the train, as I like all Victory WS productions, but the customised sounds are definitely not up to the normal standard. The sound is LOW and pretty much the same outside as inside the cab, and as you move to the front externally, the sound disappears from the front cone. Maybe Steam Sounds Supreme will help out sometime in the near future. If the sound is sorted out, it's a definite recommend.. Nice action platformer than can be beaten without violence for the most part.

Controls feel a bit loose at first but are actually very responsive.

Gorgeous visual and sound design, neo-noir/80s cyberpunk/drive feel.

Interesting plot. Fairly challenging. Not too long.

good game all told. Nice Game to play when you want to come down and chill. This game is amazing! It's super in depth, there's hundreds of planets to visit, hundreds of ways you can set up a ship, you can customize your race/empire, you can rename planets and ships, you can colonize systems and much more! GET THIS GAME!. Stunning art, captivating story and fun characters A+. I do not understand why this game gets such poor reviews. I am an avid sports gamer, and I love the old along with new. Yes the graphics are dated, but the gameplay is not. I really enjoy playing this game as it is unique and I only saw a bit of this sport while stationed in Germany. If you are like me and an overall avid sports gamer, this game is worth getting for your library. This game is not for the faint of heart, it is challenging.

PLEASE PLEASE PLEASE DO NOT COMPARE THIS GAME TO THE LIKES OF FIFA, MADDEN, THE SHOW, OR 2K SPORTS.

IHF IS IN A LEAGUE OF ITS OWN, WHAT I TERM AS NOVELTY SPORTS GAMES.. So much better than heat 2. I've only been in the dirt series but I cannot stop playing. Its alot of fun, and physics and graphics are nice. Engine sounds are better as well. Maybe by heat 4 the engines will sound real:) I really enjoy this game.

Hey buddy, I think you've got the wrong door, the leather club's two blocks down.

\u2665\u2665\u2665\u2665\u2197You\u2198

Oh, \u2665\u2665\u2665\u2665\u2642You leather man. Maybe you and I should settle it right here on the ring if you think your so tough.

Oh yea? I'll kick your\u2665\u2665\u2665\u2665\u2665

Ha! Yeah right man. Let's go! Why don't you get out of that leather stuff? I'll strip down out of this and we'll settle it right here in the ring. What do you say?

Yeah, no problem buddy!

You got it. Get out of that uh, jabroni outfit.

Yeah, smart\u2665\u2665\u2665\u2665\u2665

I'll show you who's the boss of this gym.. a multiplayer game which you can't play it. and no sound options. full music.. This game is an insult to darksouls 1 they didnt change any thing bad about the game all they did is make it more "enjoyable for the newer gamers" by adding better looking graphics. but but i do recommend this game if you havent played darksouls 1 or just want to actually play online. training is a must in every game but in this game you can beat this in like a few hours but this reminds me of another game i played. A fantastic Historical strategy game which has come a long way since launch.. Just finished this game and I loved it. If you like campy inuendos and a bit (well a lot!) of male eye candy this is the game for you! It was over too fast and now I'm wanting to go another round - but this time Tycho can stay out of that restrictive uniform! ;)

It's worth noting that the developers have also included accessibility options which is pretty cool.. Well... Lets see... This would be the very first MMO I ever played when it was published by Acclaim (Acclame) back when CS1 the CS1 was the highest level and can only be reached by doing Wild Tower dungeon repeatedly. The game graphics has not seen any updates since then but the skills and mechanics has changed now. It holds many dear memories for us who played a long time and it still hold a great deal of interest now. This game rewards those who spend money on the game but it also rewards those who are patient. It is possible to get all the stuff by a free player but it will take time and patience. Knowledge about the game is necessary. I am glad this is game is coming to steam and playedfox seems to a fine publisher. Good luck to rest and let the grindfest begin.. Sanctum is well designed, but very difficult. I regularly lose on Normal difficulty, and only usually succeed on Easy. I, like many other reviewers here, wish that Sanctum actually had a storyline, rather than just have aliens attack...because they can. They are willing to literally die to destroy the core, because...something. Skye defends the core...because she's seemingly very sadistic, judging by her laughter at times. A lot is left unexplained yet unmysterious, as if they had explained it, but they didn't.

Overall, though, it is an insanely addictive game, but it gets discouraging from time to time. The graphics are remarkably good, and the expansive backgrounds give the appearance of a living world outside of the levels, though you can't actually explore beyond the level borders.. Just moments ago, I had the distinct pleasure to complete Alice Mystery Garden (AMG), and with few exceptions, had an exceptional VR experience. While the future may be filled with compliments such as \u201cmakes outstanding use of the VR medium\u201d to describe games making the transition from \u201cgood VR game\u201d to simply \u201cgood game that happens to be VR\u201d, AMG will likely be a game that can proudly wear this badge for quite a long time yet.

Alice Mystery Garden touts itself as a puzzle game, and it is\u2026sort of. I\u2019d be more tempted to label it \u201cgames using simple puzzles to explore just how comfortable and fun VR can be.\u201d As might be expected, AMG starts really sweet and cute, then goes progressively darker and darker. From flowers in gardens to skeletons in cemeteries in fewer steps than one might expect. Still, no deaths, and falls are slow and graceful.

What makes AG really special in this reviewer\u2019s opinion is two strong features. One, each individual game fieldVscenario, be it a garden, castle or candy forest, can be manipulated perhaps more conveniently than I\u2019ve seen previously in VR. Yes, a simple joystick movement will rotate, raise or lower the game. But if a player needs faster or grander movement, simply GRAB the game with both hands and place it exactly where and how you want it to go! And considering how large some of the

game fields are, this is a very handy feature.

And best of all isn't simply that the game is made up of seventeen beautifully crafted and colorful scenes/levels, but that with the touch of a button, the player is no longer observing from any and all top-down directions; the player suddenly IS Alice, within the game and seeing every flower and bone in glorious detail. And while going into 'Alice' mode can be fun, having the choice has another vital function. In top-down mode the player is basically in god-mode, with the ability to move blocks crucial to reaching certain levels, or grab handles to allow sections of the game to be raised or lowered. And going 'Alice' may be necessary to make that crucial (but risky) step with the necessary precision, it's absolutely essential to be able to navigate dungeons, and other areas of the game field that are below ground level.

The objective of each of AMG's seventeen levels is to obtain all broken mirror pieces to be able to use the repaired mirror to travel to the next level. Who can play it? Anyone, at any age able to operate VR. I found it to be a fine and entertaining way to perform the very game actions that I only dreamed of when I first started playing text games in the mid 1980s. AMG would have been the absolute answer to my game prayers. And while I may have played AMG more slowly than some, I would still estimate a game time of four to five hours. I I were asked to recommend a very good first VR game, this might just be that special first game.

LIMITATIONS ASPECTS

Any area large enough to sit is all that's needed to play AMG. There are no sudden or repetitive movements, and neck, back and shoulder are protected from stress during the game. The only complaint I might express is that the developers might have placed more emphasis on the manner of presenting 'tiny Alice', as the movement in miniature mode tended to make me feel nausea, especially in the levels where being launched is a feature. (But to emphasize, this only occurred in my experience while miniaturized. So unless one is on a ladder, miniaturization can be switched off with a single button.)

Thank you to players for reading, and developers for creating such wonder.

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