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Phantasma VR Download] [cheat]



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## About This Game

Phantasma is a VR PUZZLE GAME (inspired by the mechanics featured in "the 7th Guest" or "the 11th Hour") with a strong narrative where you step into the shoes of a deranged mind searching for the truth about a conspiracy involving the entire entertainment industry, and a TV Show hosted by an annoying Bunny called Flappy. Resolve abstract puzzles using bizarre videos and dig deeper as the story unfold. But more importantly : ARE YOU A GOOD BUNNY ? ArE YOU a GooD BuNNy ? ARE you A good BUNNY !?

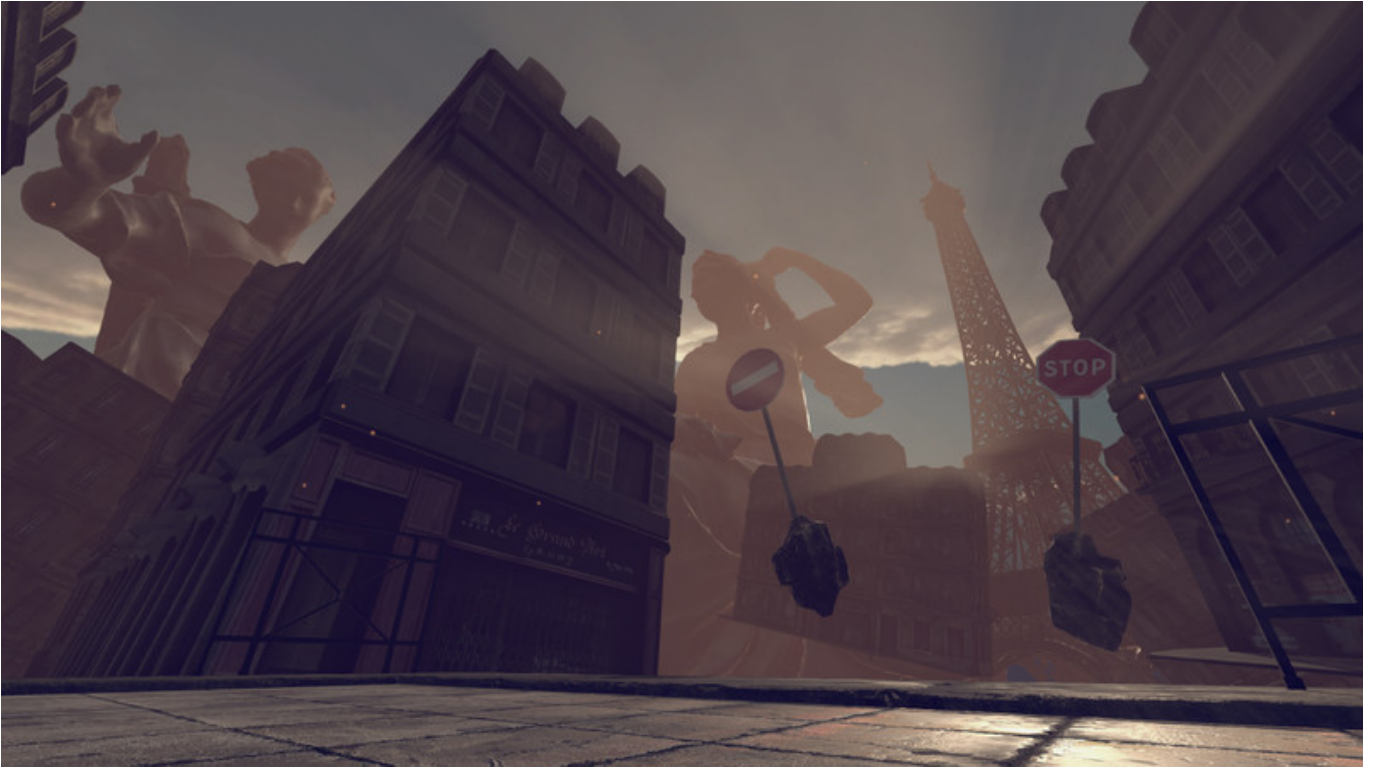
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Title: Phantasma VR  
Genre: Adventure, Indie  
Developer:  
The Shady Gentlemen  
Publisher:  
The Shady Gentlemen  
Release Date: 12 Jun, 2017

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English







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I love a good Mindf\*ck and this game gave me a good railing.

The game is dark, foreboding, twisted, and delightful. It is an escape the room but with a twist: You are insane. Or are you? Is this real? Am I still playing a game? I'm still waiting for the bunny to tell me.

This game is a wonderful adventure at a very reasonable price.

I would love to see more games play mind games in VR, and I highly recommend this one. The story, music, and overall polish really makes the game feel like the Dev took the time to make the game a personal endeavor. One thing I love about VR is the way it makes you experience things rather than just sit on the sidelines. This game does a fantastic job of pulling you into your own paranoia.

Pros: Fantastic atmosphere and challenging puzzles

Cons: The Second Puzzle and scary Dobermans.

. Phantasma is sick, twisted, difficult and a little bit erotic. I highly enjoyed the experience. These aren't your typical escape room puzzles. They require "outside the box" thinking and are very satisfying when solved. If you're up for a challenge, try Phantasma. If not, just keep calm, watch TV and be a good bunny.. Very enjoyable experience. Lasted about 4 hours total from start to finish, very good puzzles without being too easy, has a nice build up of the scary side.. Its a functional game but does not fully work with oculus rift in its default configuration (asks you to turn around which is not supported out of the box with the rift) and it didn't interest me past the initial room. I wish I could recommend this because the idea behind it is solid if only the gameplay was a bit more interesting.. Enjoyable puzzle experience, with a horror theme, quite disturbing.

Puzzles are challenging but not absurd.

No jump scares just an uneasy feel.

God damn that bunny. Hello Everyone, I just finished this game.

I am glad I finished, If this was a Hard copy of a game I would of put it in a bucket of Gas, and set it a fire. This was one of the most Aggravating games I have ever played on VR. If I didn't pay so much for my vive, I would of smashed my Controllers into a wall a long time ago. Not only did I want to get to the next Head banging puzzle so badly, just to stop me from slamming my Headset into the walls, but I wanted to get to the end, to find out what kind of reward I would be greeted with since I went through all of this Madness. There was none, None end line story finish, no what is going to happen to me, NOTHING!!! it just ends..... I am searching for a highlight of my day into the night, back to the day Aggro blast, the only thing I can come up with is standing in front of the hall door listening to the couple Screwing.

For hardcore Puzzle freaks, I can see you loving this game, It would be interesting, if that is what your into. I found the lack of some hint to be A little bit disturbing, But Disturbing has this game all over it.

This review is not a complaint even though it might sound like it, it's a review and it is as such, I played the game, Finished it, had fun where I could, got\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665most of the time, but completed it.

I wish I would not of spent 20 bucks for my high blood pressure, but I didget some kicks out of the deal.

I recommend this game to any puzzle fans out there who don't mind hanging aorund for hours in a room, or maybe not. Some of the rooms I got pretty quick, not to quick, but fast enough to get to the next one. Some to me, just needed , not really a hold your hand, but more in the way of a hint, to at least let you know your on the right path.

The game was very much thought out, and Mad props for that.

. When I launched this game I really didn't know what to expect. the trailer seemed pretty creepy though and i like creepy so I

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figured I'd give it a try. This is basically an escape room game along the same lines as A Chair in a room with from what I have gathered so far, a very dark narrative. I noticed in the tags it said "cute" ... well if you mean cute like I ate too many shrooms and now my pillow wants to eat me, then yeah... cute. I have only played for a couple hours now and at least 90 minutes of that was trying to figure out the Paris level. which brings me to my next point. In this game you have to put away your normal gamer logic. most escape rooms you find a key that opens this door which reveals a strange shaped object which fits in that hole and so on. Phantasma is more of a brain teaser. It reminds me of those MasterMind cards from when I was a kid. You need to be able to think laterally and not so much well this thing does this thing and so on like we are all used to. What's really nuts is that when you figure it out you want to slam your head on your key board because the solution to these puzzles were right in front of you the whole time and then the puzzles seem easy. at least the two I have completed. BTW something happens after the Paris Level.. it takes the darkness of this game to a whole new level. I found while trying to solve the puzzles there are things that kinda drove me nuts.. like the never ending barking of a dog,. I'm a cat person,.. or non stop baby crying. or french music on repeat for 90 minutes. but from what I gather,. this game is about a very deranged mind and it certainly can give you the feeling of going mad. The graphics are really polished. the sound is great if not annoying at times. it's nice that the devs gave us both teleport and free locomotion. I prefer the locomotion as the teleport seems to be a bit out of control and can send things flying in all directions if you aren't carful. Over all I would say that this is a working peice of art in VR. it's a bit ambiguous, but that's ok. I saw one reviewer refering to Salvador Dali and Lynch which I would say is pretty right on the money. The dev says that it will take at least 4 hours to complete the game and since I have only completed 2 puzzles and already have 2 in I'm going to take his word for it. you def get your money's worth unlike some games where you pay 20 bucks for an hour of play.

Pros:

- great graphics
- sound and voice acting
- new kind of puzzles, very challenging.
- options for locomotion
- creepy AF
- plenty of play time for the buck
- great physics

Cons:

- sounds can get repetative and annoying
- teleport is a bit wonky

this is a soild title. props to the devs for giving us something different! you should buy it!. Love this game, has that eerie " I feel someone watching me " sense through the whole game, and keeps you tense without some clown MAXING OUT THE VOLUME, to get a jump out of you. 10V10. A bit on the short side, 1.5 hours for me to finish it, but exceptionally well-crafted the entire way through. The amount of work and attention to detail put into atmosphere and world-building really shines through, especially in the videos and environments.

Puzzles are abstract and challenging, but the hint system consistently gives JUST enough of a nudge to get you on the right track.

The story is just as abstract, told only in the barest snippets and bits of background detail, leaving you to piece everything together yourself, as one final puzzle. This is definitely NOT one of those shallow games that spoon-feeds baby bites of plot points to you. It's less about a linear "story," more about peering through tiny holes here and there, glimpsing into a twisted world where things have gone horribly wrong, and have been that way for a long time.

Highly recommended while it's on sale. It might be a little too short at full price, but that's up to you.

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Being a fan of the games mentioned in the "About this Game" section, I was interested in playing, then once I got the demo and went through it, I had to get it.

The puzzles were challenging enough to be a little frustrating, but the Dev was very helpful with hints that gave just the nudge in the right direction without spoiling the fun.

No jumpscares, but that bunny. :)

Graphics are good, and the sound design definitely helped the atmosphere. Some of the sound effects give you the creeps. Definitely worth it. Was both relieved and disappointed when it was over.

Hope to see more from this Dev.. If David Lynch and Salvador Dali would have made a puzzle game without having a high budget, this would have been the result. Excellent graphics, sounds and voice-acting! Featuring both teleport and free (controller direction) movement. If you like puzzles, I highly recommend this one.. Phantasma does an excellent job at capturing a very unique but creepy atmosphere. There are no jump scares per say but the foreboding feeling you get traversing though the puzzles laid out was very unique and worthwhile indeed. The dark narrative is reminiscent of other horror games I've tried but very stand alone in its own respect.

The puzzles themselves are challenging while not impossible. There is also a hint feature now if you do happen to get stuck.

The choice in locomotion is a huge plus catering to the players comfort level.

I still have not finished the game but so far I'm around 3 hours in and very pleased with the experience. Highly recommended!. Just finished this game and I really liked it. With my playtime it says 3,4 hours but on the second puzzle I had some help from the dev because it was really difficult and spend 1 hour alone there. This is fixed and has a more easier approach now. So 3-4 hours would be an average playtime.

The puzzles were great and not too hard (after the updates). I felt satisfied solving them and looking forward to let family and friends solve it. I would say you can compare this game a bit with "A Chair In A Room". Where ACIAR has a bit more playtime Phantasma has the better puzzles. Both games are great in their own rights.

Phantasm has his own psychological feeling and even at the end you scratching your head about what was going on. Its not hard figuring out but it keeps you thinking.

Also this game uses teleportation or locomotion so it should be comfortable for everyone.

Overall I recommend this game solely for its puzzles.

7/10. the puzzles are hard but it is very worth playing the story is interesting and its great for testing your brain definitely worth the price



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