The Interview Download Requirements

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About This Game

'The Interview' is an experimental experience. It's not about "what" is the Interview, it's about "why". The Interview will ask you questions, will make you decide and you will answer them. But it's not as simple as that. It's not just an interview.

Your name is Adam. You're searching for a job. You walk into a white room while a voice tells you to sit in the red chair. You really don't know anything but your name. So the room starts with the experiments. Are you left-handed or right-handed? Black or white? But things start to get weirder and weirder until you realize what's going on.

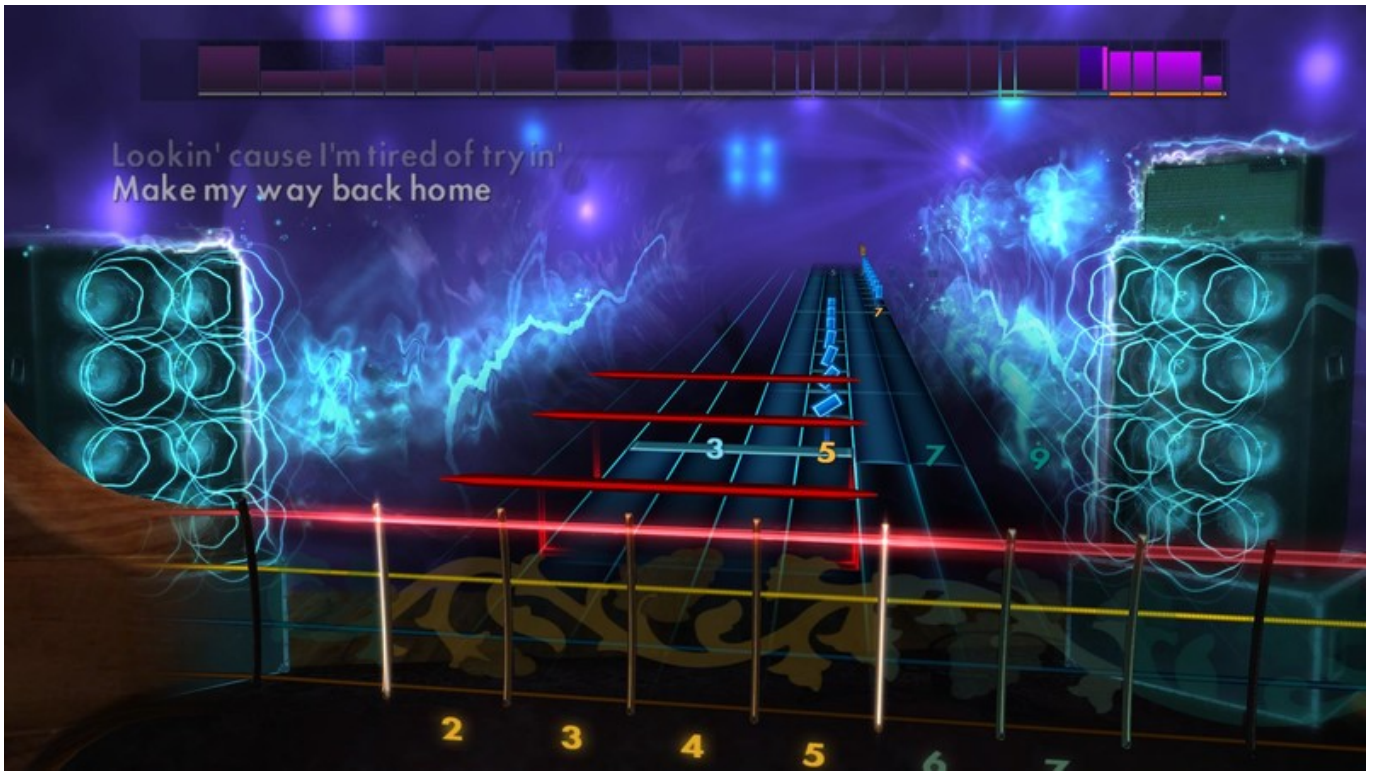*Everything is related to the red box.*

That red little box.

Title: The Interview
Genre: Adventure, Indie
Developer:
Anothink
Publisher:
Anothink
Release Date: 3 Feb, 2015

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English

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quot;The Brookhaven Experiment is an intensely dark, atmospheric wave-based VR shooter for the HTC Vive and Oculus Rift.

The game's story centres around an experiment gone wrong, which has torn a hole through the fabric of reality and let monsters and demons out and into our world. So yes, it's basically Doom, but in virtual reality.

With a game that promises "situational horror" and "occassional pants wetting" you can more than assume it'll be a thrilling pulse-raiser of a game. And, by jove, you wouldn't be wrong..."

The Brookhaven Experiment is a lot of fun. It's basically Doom in VR with angry monsters leaping out at your from the dark. Make sure you've got plenty of space and conserve your ammo and you'll be fine!

"The Brookhaven Experiment is a joy to play, especially if you're a fan of zombie shooters or enjoy fighting off waves of terrifying monsters.

There's no much of a story, but what did you expect? This game is all about intense shooting action. It's one of those games where you quickly work up a sweat. Ducking, dodging, kneeling and popping off bullets at demons quickly becomes tiring, but it's never not fun.

For a wave-based shooter there's plenty of longevity thanks to unlocks and challenges, too, which will keep play fresh throughout its 10 campaign missions. Well, fresh if you can keep your kecks dry."

https://www.youtube.com/watch?v=-r6LOf_YLMY&t=11s

Warning, does contain giant angry spiders.

Read the rest of my review on Pocket-lint here - http://www.pocket-lint.com/review/141799-the-brookhaven-experiment-review-virtual-reality-monsters-in-your-living-room. Incredibly short game, but a fun and vivid experience.
I would recommend the product if it were free.. My mouse is clicking me now! I can't recommend this unless you want to exercise your fingers.

5/10 - Bonus points for nice design and sound.. THIS! IS! SPA---er, I mean, OLYMPUS!

Nice job, Alawar, The God\/Goddess of Casual Games of Gamer's Childhoods.. I can admire abstraction and minimalism in games when it's done well, and while parts of this game craft cool, immersive surreal effects, the puzzle design I find very off-putting. Due to its (supposedly) very brief playtime, lack of any kind of save option, and its rapidly declining quality from start to finish, I have gone from being initially super interested in what this game was presenting to not even wanting to bother completing it and finding it hard to recommend to others.

Although "Walking Simulator" isn't in the game's description or tags, that is how I would categorize this game. At first I was

stoked to be playing this game with its "trippy" \/ surreal \/ ominous \/ abstract \/ hallucinatory environments and effects, but it quickly became obvious the game was going to provide very little beyond the most mundane of puzzles.

The game is surreal at times and can have strange, immersive effects. Unfortunately they seem to become more sparse and cheap as the game goes on, from strange alternate dimensions in an apartment building to very bland 'cube-looking' \/ generic puzzles.

I will briefly describe 3 (ofr the maybe 6?) subsequent environments the player encounters. The first section I began to feel like the game was bogus included a very obnoxious "screen-wobbling" \/ "disoriented" effect which didn't relent until the player had finished a puzzle which consisted of simply pressing E on some shapes until the player rotated them to be parallel to some black shapes in another area. The next area consists of walking up a generic-looking, winding staircase, which is little more than just some blocks leading around in a spiral until you get to the top, all the while with strange metal-creaking sound effects taking place. As you ascend the staircase, you're supposed to push a few buttons \/ screens on your way up which makes water begin to fill the bottom of this area and you must walk your way up the stairs (there is no sprint, only your one plodding pace) before it fills up all the way or you happen to fall off and start again at the bottom of this bland room. The 3rd section (immediately after the previous "water" section) includes more 'restart-forcing' water in a similar spiral type layout, where if the player slips off at all they start the section over again. At the center of this spiral however are 12 rune-like devices the player must then go up to and press E to rotate to match a display at the start of the area. Sure, I guess 'pressing the interact button to rotate Icon ABCDEFGHIJKL and making sure they match the image \/ display at the front of the area' is a "puzzle" and all but why make the player do it 12 times over and over instead of just a handful when none of them bring anything new to the table?

Unfortunately and perhaps game-breakingly to some degree, it appears according to the forums there is no save system, which seems to plague many other walking simulators, forcing the player to restart long segments if you happen to turn the game off before you've completed its brief play time.

Most of the puzzles in the game are little more than "looking at some graphic that shows the pattern \/ sequence you need to walk over to and input at a separate station by sitting there and holding E until it rotates to the proper one to match the graphic" You could have an equal amount of fun bashing your stereo until it emits some kind of shrill static or warbling noise, buying a combination lock, and rotating its numbers a few times to unlock it.. never managed to play it. While I enjoy the game, I have to very cautiously recommend this game. It serves well as a single player experience as a shooter metroidy type game. However if you're going into this game looking for a co-op experience this one will leave you a bit disatisfied.

The 2nd player really feels like it was tagged on as an afterthought, where their life is totally expendable and they don't feel like an equal to player 1 at all. They can die, and then just res back in with full hp. It kinda ruins the challenge of the game since its so easy to abuse this, which is such a shame as I was really hyped to see a game brining lots of elements that i like together in a sweet and fun looking package.

I could see this being a decent game if you have a child (or someone who's bad at games) you want to play with as the 2nd player could just be your tag along without really ruining the experience for you.. I enjoyed the story - very interesting and creative, made me wish Chasing The Stars was just as thought out.
However, I can't get passed the harmful tropes - sexual harassment, sexual pressure, jealousy, and possessiveness. Are those things supposed to be attractive?

Tron like endless runner for a buck. Yes please. KatanaX is a very relaxing and challenging sword slashing simulator. Fruit Ninja VR, by comparison, is a fun game but, feels too fast paced and carries an arcade-like quality that goes from 0 to insanity in a very short period of time. KatanaX on the other hand, has the same polished feel as Fruit Ninja VR but, instead has options that allow you to progress at a much slower pace that makes it a better fit in VR for longer durations of sword training or exercise. This allows you to spend more time to practicing your technique and try different slicing movements instead of whacking away at everything thrown at you. I feel this is the greatest strength KatanaX has to offer.

I really enjoy the randomness of KatanaX Tatami and Fruit Slicing game modes. No matter how many times you play a game mode it's always a different slicing problem. You can never predict what pattern will appear next. Some of the patterns are very simple, while others are very complex and require more time to think through. The challenge is fun because you need to determine your angle and strength of the strike and follow through before the next timed set appears. If you don't swing strong enough you can have your blade get stuck and pinched in the fiber, if you swing too hard you can cut straight through to the next object and be penalized. So, it is very challenging in that it requires you to swing varying strengths of speed with precise movements.

KatanaX is a very polished game and highly recommend to add it to any VR collection. It is a lot of fun and easy to jump into daily for some exercise.. This game has a pretty good soundtrack, although only one is my favorite. It's featured in the game's trailer.
The game itself is simple and fun, but I wish that in some capacity that it were more difficult, or that like the Giantbomb.com crew, there were more default weapons besides the regular gun. The grenades are fun, but sometimes the delay in tossing more than one makes it feel like doing combos, as the trailer suggests, doesn't quite work out? It still works. It's just that this game can be so fast-paced that you'd expect to be able to toss out all four grenades in a pinch.
The visuals are cool. The SFX are pleasing. The game itself though.. It's good to pick up once in a while.
It needs more boss types, sadly.
I doubt I'll pick it up after they add achievements since I've never been one for hunting them too much, unlike in the game Bastion, where the narrator will often reward you for 100%-ing various portions of the game with a new piece of dialogue..
Very fun game. The artwork\/storytelling is just great. Also the music is top notch to the point where I want to buy the soundtrack to this game. This game can be frustrating at times and sometimes you may have to take a loss to figure out the mechanics of a level. If you cant "think on your feet" do not get this game, there isn't a pause button. The turns go by reasonably quick.. server is dead, find russian server to play it

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