
Broken Blue License

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About This Game

Broken Blue is a Puzzle Solving VR Game that utilizes an innovative interface to allow the player to traverse and explore the game's content. In Broken Blue the player as 5d3b920ae0

Title: Broken Blue
Genre: Casual, Free to Play, Indie, Simulation
Developer:
BacklotRealities
Publisher:
Cacti Council, BacklotRealities
Release Date: 5 Dec, 2016

English

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This game is a lot of fun. Can take a little getting used to moving so you don't get motion sick, but the puzzles are lots of fun!

There isn't a way to save your progress though, so if you want to stop playing and come back later, you have to restart the game.. Some good ideas and lots of potential but needs loads more work.. Overall, I think the game has a lot of potential. My basic problem with the game is not motion (I got used to it really quickly, for some reason), but the fact that it kept stopping. I had to play it 4 times (always from the beginning! ARg!) to get the second puzzle to finish. The yellow bits kept moving to outside the cube, making it impossible to finish. I've made it through the 4th puzzle now, and it froze again. I can't move, and I'm sitting here staring at the monkey pressing on it's pads. The game won't let me do anything again, so I can't go on to the last puzzle. I had a lot of problems with the game controls in that they kept wandering around; my pointers wouldn't stay on the ends of my controllers, but kept moving in and out. That made the second and fourth puzzle a bit difficult, as I'd grab for a corner, and I wouldn't know what it was grabbing, etc. Finally made it, only to have it stop again. I'm assuming there was a motion of some sort after the 4th puzzle, my screen just went blank then back to the monkey, and I was stuck. Not sure I want to play it again to try and hope I can get past it. Anyway, I think the screen controls are fine; grab with one hand, and I could spin and move while holding another piece, etc. Cool! Now, if they just kept working cleanly. yes, I was plagued with "stuck" buttons as well. Would like to see what else you have in mind.. Some good ideas and lots of potential but needs loads more work.. Broken is right, the game starts up with the objects you are supposed to manipulate OUTSIDE of my play area!. Took me about an hour to finish but i loved it all. Short tutorial, one easy puzzle followed by about 5 challenging ones that will make you yell at orange monkeys. Better than some paid games for VR out at the moment.. This game is a lot of fun. Can take a little getting used to moving so you don't get motion sick, but the puzzles are lots of fun! There isn't a way to save your progress though, so if you want to stop playing and come back later, you have to restart the game.. Overall, I think the game has a lot of potential. My basic problem with the game is not motion (I got used to it really quickly, for some reason), but the fact that it kept stopping. I had to play it 4 times (always from the beginning! ARg!) to get the second puzzle to finish. The yellow bits kept moving to outside the cube, making it impossible to finish. I've made it through the 4th puzzle now, and it froze again. I can't move, and I'm sitting here staring at the monkey pressing on it's pads. The game won't let me do anything again, so I can't go on to the last puzzle. I had a lot of problems with the game controls in that they kept wandering around; my pointers wouldn't stay on the ends of my controllers, but kept moving in and out. That made the second and fourth puzzle a bit difficult, as I'd grab for a corner, and I wouldn't know what it was grabbing, etc. Finally made it, only to have it stop again. I'm assuming there was a motion of some sort after the 4th puzzle, my screen just went blank then back to the monkey, and I was stuck. Not sure I want to play it again to try and hope I can get past it. Anyway, I think the screen controls are fine; grab with one hand, and I could spin and move while holding another piece, etc. Cool! Now, if they just kept working cleanly. yes, I was plagued with "stuck" buttons as well. Would like to see what else you have in mind.. Took me about an hour to finish but i loved it all. Short tutorial, one easy puzzle followed by about 5 challenging ones that will make you yell at orange monkeys. Better than some paid games for VR out at the moment.. I love the monkey monks, I like the music and the setting. The puzzles are unique and fun to solve. The only problem is the terrible locomotion, which uses the grab-and-pull technique, but for some insane reason incorporated a heavy rotation factor. This leads to a high risk of simulator sickness. Thank God there is a work-around: When you use both hands to move, there is no orientation change (as it should be). This way the locomotion is tolerable. I would be interested to play more of this game with puzzles of the same kind.

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