Free Download Debris .rar

Download >>> http://bit.ly/2SMAe3g

About This Game

You're part of a small team sent to film a pristine deep lake. Foraging and tracking the story of some debris embedded deep in Arctic ice that provides clean, hyper-efficient energy. But there's an accident.

Escape together or die alone

Stranded at the bottom, injured and running out of time, your only hope for survival is to reach the surface. But something else

is going on. Things aren't right, they don't add up, and you can't help but speculate. Why is this happening?
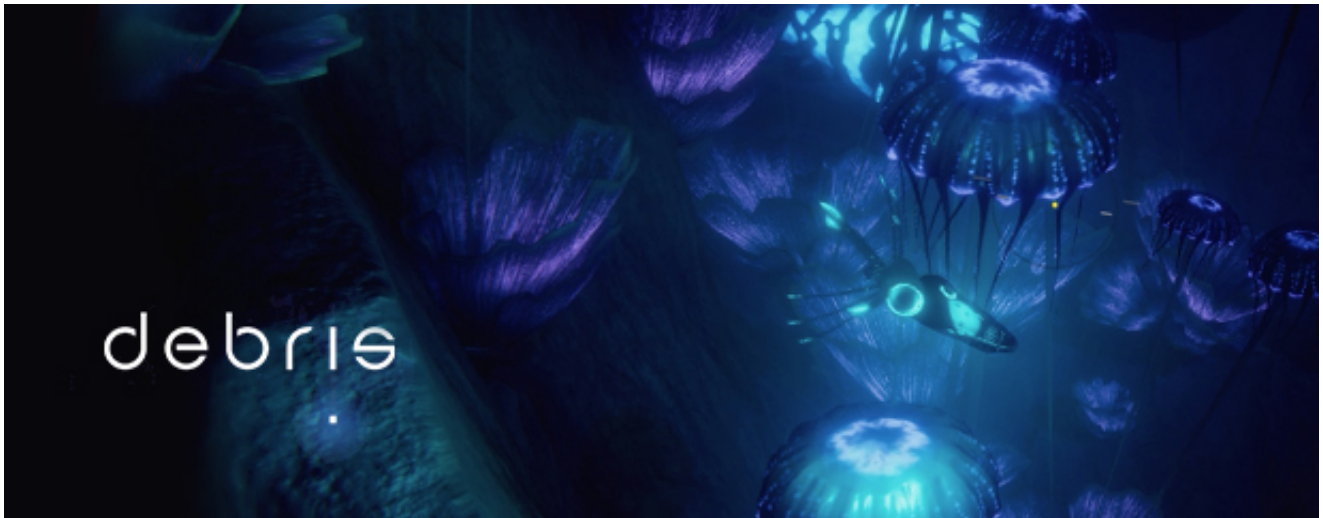
Dive into:

- A mysterious story that leaves you questioning everything

- Multiple endings dramatically impacted by key choices

- An unconventional narrative co-op mode where your partner matters

- Living, breathing characters voiced through conversational dialogue

- A unique underwater setting like nothing you've ever seen

As you fight your way to safety, you'll need to figure out what's behind this surreal world and your desperate situation. Knowing will make all the difference.

Title: Debris
Genre: Adventure, Indie
Developer:
Moonray Studios
Publisher:
Moonray Studios
Release Date: 23 Oct, 2017

a09c17d780

English,French,German,Czech,Hungarian,Korean

Repetitive beyond belief !! Do the same thing over and over, shoot some fish, collect some debri, recharge battery. Over and over and over to the point of total boring. The voice acting is too calm and "how was your weekend " type of conversation even though they are stuck under water with little air and enegy and suppose to be fighting for the lives. This game could have been good but at the moment the most fun I will have from it is asking steam for a refund.. uninteresting walking simulator

maybe you'll like it if you can tolerate awkward movement and low FOV that hurts your head

the main mechanic is a timer that also acts as your ammo in a sense, shooting uses your energy which decreases your time left, but you can boost your energy by having your NPC partner collect debris for you

the voice acting was actually quite nice, I liked listening to the character's conversations which is pretty rare in most games

the shooting also felt right, the gunplay was responsive and I never felt like I was being held back by horrible mechanics

unfortunately I can't justify the purchase for me, its just not fun or exciting or interesting at all. I'll be honest, I just beat Subnautica, and was looking to scratch that story-driven, survival, underwater itch.
This is not Subnautica, this is an underwater walking simulator with some pretty decent voice acting, a serious message in the end, and an incredibly boring gaming experience.

I'm all for what the devs are doing, but the game just wasn't compelling. Weapon was unsatisfying to use, AI was buggy, lots of repetitive areas, lots of copy and paste. For a game like this, you need time to build atmosphere and tension, but every time any animal life showed up, it killed all the atmosphere. The AI controlling your partner wasn't particularly good, and honestly, you never felt like you were going to run out of air, it was just always replenished by the AI, I suspect co-op might be better because neither of you will know where you're going. If you removed the AI partner, and just had the voice over the radio, it might've been a stronger experience. I also had technical issues and stuttering, but I won't talk about it, as it wasn't crippling.

Overall, it's a great concept, with the voice acting being the saving grace for the game. I just wished they spent a lot more time on polish. You know, deep water diving, and especially cave diving, is terrifying as it is, and comes with so many challenges risks. There's a great opportunity to do something great here, but this isn't it.. A beautiful atmospheric game!
The sound is hypnotic and weaved in nicely to create the mysterious atmosphere. Expect tension and a decent amount of suspense but NOT HORROR. Aside from some crazy demonic creatures this isn't a horror game. This isn't Subnautica either. The fact you hold a "gun" aka "tool" is pure self-preservation. If you're hoping for the above, sorry Charlie this game isn't for you. It's a linear storyline that takes you on an adventure with two other divers but then things go wrong as they do and you find yourself lost for a while, so it's an experience. The voice acting is well done and I personally got attached to the characters. It gets kinda emotional at the end when you find out that holy crap…;)
Anyway, an intriguing little indie game with a twist and a message at the end. I enjoyed it.. This game is amazing. I really dont know what to say about it I just finished it with a friend and we both loved it.. My friend and I played the co-op version of this game not long ago, and we got quite far in the game's storyline.
But at one point in the multiplayer campaign, my friend and I got stuck in one spot in a current and couldn't progress; we tried restarting the game, restarting the checkpoint, we tried looking everywhere for a path (there's only one), nothing...

Devs, if ur reading this, idk if its a bug or not, but its in the chapter Flow; its an area where there's a lot of debris on the ground. There's a jellyfish robot and about 10 of those big fish looking at it. Place looks like a ritual...

I do recommend the solo campaign...but talking about the co-op... I don't recommend it until that gets fixed. I haven't tried again as of yet as my friend hasn't had time to try it again with me. I don't know what its like for the rest of you.. Watched the trailer a few months ago, thought it looked awesome, the voice acting sounded really good and I thought the premise had potential.

I come back to check on it and to my surprise it's already released, so I immediately buy it. After the download is finished, I am excited to play it. It was cool the first ~15 minutes, a few cheap spooks here and there, but it was good enough. It then slogged on for an entire hour, doing nothing more than these few steps:

1. Pilot through bland and uninteresting tunnels

2. Find debris

3. Kill fish

4. Let Sonya harvest the debris for 5 seconds each

5. Repeat

Occasionally you'll see a new enemy or different environment every now and then, but the only enemy that really scared me was the worms, those things are freaky.

Pros\/Cons;

+ Looks excellent

+ Great voice acting

+ Good story, interesting ending, did not expect it

- Too low FoV, cannot be changed

- No way to pilot up or down, felt difficult to maneuver around the fish due to this combined with the low FoV

- Very repetitive gameplay

- Just two modes for the Tool, which both feel unsatisfying. Almost never found myself using the flares, as they seemed useless with the ROV existant, just felt like a waste of power

- Not enough enemy types

- Fish that are supposed to look 'alien' don't really look alien enough. Could be excused as mutations, but come on, how did those massive worms get there? If they are mutations, what the **** did they mutate from?

Overall, a good story, but the gameplay itself is boring and repetitive. Not worth $30. Just go watch playthroughs on youtube.. I first heard about this game at an arts festival in my home town. They were allowing the public to test the game and experience it before the official release. I regret not being able to play it then but I was more than excited to find out it was finally released. I played and finished the game and I can happily say it was well worth the wait. I was impressed with how solid and well put together the story is and the visuals were very pleasing. The gameplay is great, it's very basic and simple to understand but I encountered a couple frustrating experiences as I progressed through the game most of which had to do with the squid. That aside, it was still an enjoyable experience and I'll more than likely be playing this one again! :-). I very much enjoyed this game and I highly recommend. I am going to go over everything that I think needs going over and highlighting pros and cons.

Controls- The controls of this game are almost exactly like that of Subnautica, and if you have played any successful underwater game you should have no issued moving around in the Debris environment. The FOV of this game is locked in place but I think that it is set to an acceptable size, seeing at the entire game is underwater with a mask on.

Graphics- I think that the graphics of this game are beautiful for an underwater game in the highest settings possible and the game makes it easy to determine which settings are best for your computer. However, even when put on these "optimal" settings I was still not able to get above 40fps, either having a optomization issue or some other reason I think that in order to have the graphics specified, a much beefier computer might be needed. Keeping in mind that I had a consistent 40fps throughout the entire game, so if you aren't a freak about having max fps possible then this isn't an issue. Additionally the game still looks appealing without being on max graphics.

Atmosphere- The atmosphere is definitely that of a horror game, and quite frankly this is done really well. The mixture of fogs, underwater lakes, lights, darkness, and sounds all come together to give the player a sense of "void" in some areas while in others pure claustrophobia. It allows the player to completely fall into the shoes of the main character and experience what he and the others are going through. Even when you are just told what's happening in another tunnel.

Voice Acting- The voice acting in this game are easily my favorite because, asside from simply wandering this underwater cave system, it drives the plot. The way things are said, the way that some characters cut eachother off is all planned to help bring the ending together, as well as tie up potential loose ends. Additionally, the voices just sound like real people. The actors themselves and the dialogue put infront of them is both well written and well executed.

Story- The story of this game is based on choices. There are four main choices that each playthrough provides the main character and the descision made determines the rest of the game and how the characters get to the ending. However, the ending is the exact same every time, so the way that you got there is different. Although the whole "what does it matter if the ending is

the same" would usually be present, such as in Mass Effect 3, that is not the case for this game. It completely changes what you notice and everything develops and then the very end just blows it all up in your face to leave you in your chair saying "holy\u2665\u2665\u2665\u2665\u2665\u2665"

Replayability- I actually urge anyone who plays this game to play it through at least twice. This is because once the ending is revealed to you, you will go back and notice things you never noticed, things that were said that you didn't hear, and noises you heard but never understood.. Debris is a cool game, but you will absolutely hate it and find it terrifying, if you are someone, who is scared of the ocean and\/or possible creatures in it.
I'm not one of these people, but I definitely had a bunch of "NOPE!" moments.
I generally liked the atmosphere, animals, voice acting and sound effects, but damn, that game had some parts that took forever to get through and some of them were really repetitive.
I am sure, it could have been shorter and still achieved, what it wanted to achieve.
Some people compare it to Subnautica, but it's not even remotely like that and it's not supposed to be like that.
It reminded me more of a mix between Iron Fish and Hellblade.

You can probably finish the game in 3-4 hours if you rush through, which I can't recommend.
Is it worth 20 bucks? I wouldn't say it's completely overprized, but it's a game, that probably only a few people will play more than once. Most of them will most likely watch the other endings on youtube. It also has some performance issues, which get worse towards the ending. These include freezes every few minutes and in the last chapter I had to restart the game, because it completely bugged out.
So I would rather say: Wait until it's on sale again.

I enjoyed the game, but due to the issues and the repetitive gameplay\/annoying chapters, I would give it a "mixed" rating, if that was possible.

This game felt very boring and not scary at all.
Many of the areas feels like they are copied and paste.
But yeah this is my opinion of the game and will probably not be the same for you.. My opinion on this game definitely changed after the ending, but I'm not gonna spoil anything. Apart from that, the atmosphere and environment were really strong and it felt oddly soothing to play despite the tension. The voice acting and music\/SFX really added to the whole experience and if you like atmospheric games where you actually have to do things (there are some more actiony sequences with shooting and dealing with creatures), I would definitely recommend it.

Overall, a unique and interesting game that's made even more interesting with the ending. I'm still thinking about it.. I really love the game, but the one thing i dont like are sharks. i literally hate those with a passion, i canot get past them. could u please see if u can make the sharks a littl bit easer.. Several months ago, I discovered this game through a popular YouTube channel and became excited to see where it was going. I thought it would be somewhere along the deep sea survival\/horror genre. In some ways, that assumtion wasn't wrong, and in some ways it was -- but I wouldn't say in a negative sense.

Debris has a fairly good pacing, maintaining the need for power and survival while not always keeping you in a state of tension. The ambient sounds and the music do a very good job of causing the needed spikes in anxiety, which can sometimes cause you to take risks. This is a game about team work, though it can sometimes feel like the partner AI can make things a little bit easy. Unless it's against sharks. You're on your own there.

It does feature some jump scare moments, but I wouldn't classify it overall as a scary or spooky game. The atmosphere is incredibly well done, however, and can definitely be said to lend to the overall pressure felt by being stranded under glaciers.

I particularly enjoyed the voice acting! The cast was very well chosen and everyone performed their parts exceptionally well. The other great thing I took away from this game was the psychologial impact of survival and certain conditions. There's a great twist at the end, just stay tuned.

I finished my playthrough in four and a half hours, roughly, but the Devs said it could be a game with 5-10 hours of content. I think there is some decent incentive to replay the game, and I'm looking forward to what features might be added with Co-Op (which is coming soon).

The thing I was disappointed with this game was that I didn't get to see the Jellyfish ROV in my playthrough! Do we ever get to see it? Is it as cute as the squid?! I suppose I'll have to play it again to find out. See you under the ice!. Pro:
The sound is very good, could be an original orchestral score. Voice acting is decent.
As promised, some sections are very atmospheric and tense.

Con:
It's very dark, navigation can be frustrating when you get jammed in to corner.

Neutral:
Apparently there are 4 endings, the one I arrived at was definitly unexpected but not entirely satisfying, I may play through again to see the other endings, haven't decided.. I'm not the best reviewer but I'm giving this game a yes. I really enjoyed it and the storyline, also can't wait for co-op mode to come out. But the gameplay, not so much to be honest.

You play as a person named Ryan, you and your squad are exploring a underwater area till suddenly there was a big accident, where you and your crew has splitted up. Your goal is to escape together or die alone. By the way this is not a game where you can craft, build, train, none of all that. This is also singleplayer so beware, but apparently there is a CO-OP mode coming out where you can play with your friend on steam.

There is 4 endings, so far I've only achieved 1 out of the four. To be honest I feel like Debris is a walking simulator. Throughout the game you don't really do much but just survive and follow this robot the entire game, and try not to get killed by dangerous creatures.

Debris does have some issues (FOR ME), as I was experiencing FPS issues where the game is not even hitting 60FPS (It was literally stuck on 30~40FPS for me) when I have a gtx 1060. There is options choosing which system you have so you can choose one out of the four so you can play the game without even having to adjust setting as it would auto adjust it, so it's

suitable for your PC. There's not much you can change in the menu setting's, only a couple things such as the graphics and resolution was the most important ones but changing them actually didn't do anything for me, I still had the issue of FPS. I also had issues with some of the AI movements of the robot, (you will know what I'm talking about once you get into the first 20minutes of the game) she kept moving eveywhere, spazzing out, going to fast, going back and fowards, going in circles.

I feel like this isn't even a review but a personal opinion of the game.. Yes and No.

I honestly have mixed reviews on the game. The price seems acceptable, if not a little on the high end, for a game such as this. As people have stated, this is not an underwater survival, like Subnautica. This game was never meant to be like Subnautica. I don't know where people got that idea.

Pros:
+ Enticing story
+ Unexpected ending
+ Visually appealing
+ Interesting character development
+ Voice acting done well enough

Cons:
- Short playtime: 3.5hrs got me the first ending
- Poor partner AI
- Inability to adjust cursor acceleration
- Lack of certain movements necessary for a zero-G game
- Limited resolution ratios

This game is linear. Chapter to chapter. Survive from point A to point B. There are no real enemies in the game aside from the fish and sharks. The main priority is managing resource management; keeping you and your partner with enough energy to survive. Knowing when to let her scavenge and when to keep her close. Your partner AI can be horrendous, especially in later chapters. They will travel out to interact with a node and then stop well away from it and not actually interact with it. Frequently disengaging from you to explore\/scavenge and getting themselves killed.

The other con is cursor acceleration. I say cursor and not mouse, because this issue exists when using controller rather than the mouse as well. I understand the devs point here where they purposely made it "floaty" to simulate underwater conditions, but it is too much. An option to turn it off or turn it down would be nice. OR. Having a separate difficulty where all aspects the devs wanted to implement were in and nonchangeable; developer difficulty, if you would.

No vertical controls? No up\/down? Why not?

Finally, the severely limited amount of resolution ratios. There's not much to say here on this.

Overall, I did enjoy the game. For the first playthrough, I thought the story was going one way and then was totally thrown for a loop with the ending epilogue notes. Then I went through in my head with all of the information I knew from the game and connected it all together. Rather neat. I wouldn't give it extremely high marks, but I would say it is worth playing. Let's say a solid 7\/10 Recommended to play, but nothing you should rush to do so.. Excellent game -- great environment and immersiveness. Sound and voice acting is top-notch. Loved the story -- but hated the damn sharks :). Simply put, this game just is not fun.

In fact, the whole thing is incredibly boring.

It isnt fun, it isnt scary, and the message it gives off at the end comes out of nowhere and just feels like there was no need for something like that to happen.

Without going into spoilers, I will explain my reasoning behind these complaints.

1)Not Fun

The game itself purposely controls badly to give a feel of truly being under water, however, when you have a stupid AI partner to protect who cares not for their own well being, and you have to fight off a group of evil fat fish with a gun you need to aim, it certainly doesnt help when they swarm around the AI and just continue to do circles at a high velocity

2) Its Boring

The game is unironically 90% Following the AI while it sits on a rock for 5 seconds, after you shoot a bunch of fish with poor controls. The most interesting thing in the game is the conversation between the characters, but that is all ruined in the end as well. Lastly, you get two types of attacks, a flare and a spear, niether of which feel satisfying to use

3) It's not scary

In a world where apperently come giant meteor fell to earth and mutated a bunch of fish, the fish just look like fat fish, and regular fish at that. Not even like any of the real creepy\u2665\u2665\u2665\u2665\u2665you see in the mariannas trench. The most terrifiying part in a game is a part where the game just tells you that you might be followed. Of course you arent actually, and nothing happens for this entire 10 minute segment, but thats beside the point.

Nothing happened, and somehow it was the most frightening part of the game.

Its worth a playthrough I suppose, but for 30 bux I expect to be doing more than following bad AI and hating the combat.