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## About This Game

Fast-paced block stacking VR fun! Fill a box with a variety of colorful shapes, then ship the box to earn your wage before the 'workday' is over. Designed for VR, you will enjoy physical satisfaction when grabbing blocks from the conveyor field, rotating them with you hands, then smashing them into their boxes.

Pack *fast!* These blocks contain volatile commodities and won't last long outside of their containment fields. The supervisor is watching your every move, so losing a block will lead to a citation and your wages will be docked.

Progress through different block orders, upgrading your factory and hiring salespeople to get access to new customers.

### **Orders vary in both the shapes you have to pack and the way you have to pack them:**

- **Training** - Block Stacking 101 guides new employees through the basics of stacking and shipping.
- **Deadline** - Test how productive you can be when under a tight timer (between one and three minutes). The production line speeds up as the deadline gets closer.
- **Endurance** - Pack as fast as you can to reach the quota, but earn too many citations for missed or exploded blocks, and your workday is over!
- **Break Time** – It is said 'play is the highest form of research'. Head to the ready room where you can experiment and stack blocks however you like in your off time. No wages earned and blocks are non-volatile.

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- **Special Order (Coming Soon)** – Come back for a fresh puzzle available every day! These special order customers demand perfectly packed boxes and don't supply any extra parts, so figure out how to pack them full without wasting any pieces.

### **Enjoy amazing features:**

- Leaderboards track the highest earners
- Multiple game play modes
- Comedic story content and training from your management supervisor
- Easy to learn, impossible to master
- Eight different box sizes, fifteen block shapes, and three different block types to pack
- VR-friendly physical controls
- Color-blind friendly
- Oculus Touch and HTC Vive support
- Best for Room Scale VR, but now supports standing room only!

### **Planned future updates:**

- Competitive Online Multiplayer
- Cooperative Online Multiplayer
- Motivators and Demotivators to power-up your workday...or hinder your coworkers
- Performance improvements (always trying to get that better!)

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Title: Ship It  
Genre: Action, Casual, Indie, Early Access  
Developer:  
Think On Labs  
Publisher:  
Think On Labs  
Release Date: 14 Oct, 2016

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 SP1

**Processor:** Intel Core i5 4590

**Memory:** 8 GB RAM

**Graphics:** GeForce GTX 970 or AMD Radeon R9 290

**Storage:** 200 MB available space

English







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A simply awesome, fast-pased, fun, indie car-chase game. It involves time travelling too and a giant 'time-slug'. Totally cool concept, totally fun game.. Hello friends! This dlc just adds a weapon that shoots fish guts onto people, and that attracts a shark to eat them. In my opinon, the dlc is not worth it, so get it only with the season pass.

Recommended only with season pass.. The pixel art is to die for, and for such a short game it has tremendous voice acting. The plucky sidekick never gets old, and is always endearing (except when he needs to practice his pickup lines). It's easily worth \$10, even more if it's on sale. Get this game.. It's quite the nostalgia trip. I opened all of the games to make sure that they worked, and had no problems whatsoever. I haven't gotten around to playing much yet, but I definitely will once I get time. As frustrating as each of these games is sometimes, I still love the sense of adventure and the charming logic puzzles that aooear in the later games.

All that's missing is King's Quest VIII - Mask of Eternity, either as part of the collection or sold separately since it's a much larger game.

I also wish there was an option to purchase/download the soundtracks, since I can't seem to find it available online or through itunes.. The girls don't strip all the way. That last screenshot on the store page is the furthest they go.

Literally all you need to know about this DLC.



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Very nice and relaxing game. Nice game with challenging puzzles and an interesting story. Worth the price.. I actually have played (and completed) Far Cry Primal already on Xbox One. I love it so much I bought it again on Steam when I decided to add the Far Cry series to my library during a sale.

I love the open-world survival genre but the market is over-saturated with similar game types and I could not settle on a series to commit to. Far Cry Primal was my first dive into the Far Cry series because its uniqueness caught my attention. No guns? No explosives? No vehicles? Stone Age weapons against an ancient world of savage nature and brutal tribes of early man? Yes. Just yes. Short is the list of games that truly draw me in until I completely forget everything else going on around me. I can play this game for hours and just get completely lost in it.

Far Cry Primal is a gorgeous game with an fascinating story and, since I'm a super-nerd when it comes to prehistoric man and animals, it fits me perfectly. Combat system and UI are comfortable (I'm using an Xbox controller for familiarity), leveling and crafting is balanced and easy enough to understand, pet taming/combat is fantastic and resource gathering is not an overly arduous task.

Overall, I find Far Cry Primal incredibly satisfying and an excellent outlet for my own personal stress. I mean, what's not to love about sending a sabertooth tiger to terrorize a camp of enemy cannibals while you rain fire arrows and bee-filled grenades down on them like some avenging god of destruction?

If the other Far Cry games are as good, I can hardly wait to try them.

10/10 Totally worth buying twice.. I've spent several hours playing Corgi Warlock, and overall, I have to say that I'm impressed with the game. It's a side-scrolling action platformer with monsters to kill, loot to collect, and upgrades to attain.

The graphics and soundtrack are good, and the controller mechanics are both consistent and responsive. I enjoy gaming with a controller, and nothing disappoints me more than a game that advertises full controller support but doesn't deliver. Corgi Warlock delivers.

There are 10 levels to the game, and so far, I've made it to level 7. What I thought at first was a casual gaming experience is actually really quite challenging. The layout of the levels isn't where the challenge comes in, it's the progression of monsters with varying degrees of health coming across the screen at a steadily increasing pace.

The addition of obstacles such as platforms over water, jumping sharks, and fireballs flying across the screen add unpredictability and the need for quick response time to the mix. As the levels progress, response time gets shorter and shorter while the difficulty increases, meaning that even the most hardcore gamers will find a challenge during the latter portions of the game.

I did experience a few oddities that I want to point out. The first is that killing a coin-dropping monster with a tower in the background results in coins getting stuck in mid-air on the screen. This can be re-created most easily in level 6 or any level where there are step-like platforms leading up to a higher level. The bottom level ends at a gray tower, meaning that you can't advance any further to the right. However, the monsters are coming from the right side of the screen, as well as the left, so if you stand right at the end of the bottom level and shoot, or jump up on a right-side platform and shoot, coins will regularly drop and fly up into the tower, getting stuck on the screen where your character cannot go.

This brings me to the second oddity, which is that the Steam Overlay doesn't seem to work with this game, and neither does the F12 button for taking screenshots. I wanted to take a screenshot of these trapped coins to publish, but I couldn't figure out how to do this. Neither F12 or the Print Screen button worked for me, and I was unable to use Alt-Tab and snip tool to clip a JPG. Anyone determined to get a screenshot would likely have to clip a frame out of a video streaming session.

Other than those couple of things, which really didn't reduce my enjoyment of the game, overall, I didn't experience anything that would cause me not to recommend the game. It's appropriate for young and casual gamers as well as experienced gamers looking for a challenge.. Difficult to recommend for anyone other than big fans of the visual novel genre, and I deliberated on whether or not this was worth recommending. Leaning for no. If you're a fan of VNs (like me), this game will be worth your time; otherwise, I would look elsewhere.



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The game promises you the ability to change the genre of the story, but the consequence of that is that too many different plot elements all seem to merge together into some kind of overwhelming mass, making the first playthrough very daunting. For all the directions the game can take, they don't see particularly refined. The result is a rather schizophrenic experience that can leave various threads unresolved, even with subsequent playthroughs. This game DOES improve with replays, and there are definitely elements of the story I really like (especially concerning Alex and Rina), but it requires significant investment to dig that up.

The stat-raising element of the game also disrupts the pacing of the game significantly. I found that I was grinding up knowledge or stats quite a bit in anticipation of something, anything to happen. The plot takes a backseat to however you intend to break it, and it doesn't really flow. This makes replays something of a chore, and the UI isn't well suited for that.

This is the first product of Sakura River and it offers a lot of potential for where they're going. I look forward to seeing more of what they produce in the future.. This for sure one of my favorite games of all time. I may not have many hours on steam, but I have over 45 hours on other platforms. It's very fun, fast paced, simple, very simple, and yet so much strategies and possibilities. It proves that you don't need very much to have a great time. I would highly recomend it to anybody. Eternal "checking for the last version" screen is a pretty cool prank. But I'd rather it was an actual game.

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