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## About This Game

BadLands RoadTrip is a physics-based shooter, open world RPG where you build your own weapons to fight against the robot apocalypse! Assemble your gun to fit your own playstyle, and give those androids a much needed hard reset. Join your friends via LAN multiplayer and go on quests together, or just fiddle around with gun setups all day!

Travel the lush, open world of BadLands RoadTrip to discover the identity of the person who was stupid enough to trigger the singularity. Receive quests from the citizens of different towns and fight enemies on the way to your next clue.

You will have many parts at your disposal to make guns. Choose a handle, mechanics and barrel along with a projectile that can be loaded with extra weight, rocket fuel and explosives. Go on your merry way and blast the bots into a well-earned hard reset in your own way.

## Key features

- Fully adjustable, physics based guns.
- Many gun parts and types of projectiles to use in your weapon
- LAN multiplayer for the complete story and all quests.
- Non-linear open world

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- Original soundtrack by Storytime Symphony

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Title: BadLands RoadTrip  
Genre: Action, Adventure, Indie, RPG  
Developer:  
Obsessive Science Games  
Publisher:  
Obsessive Science Games  
Release Date: 5 Apr, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 8

**Processor:** Dual Core 2.5 Ghz

**Memory:** 2048 MB RAM

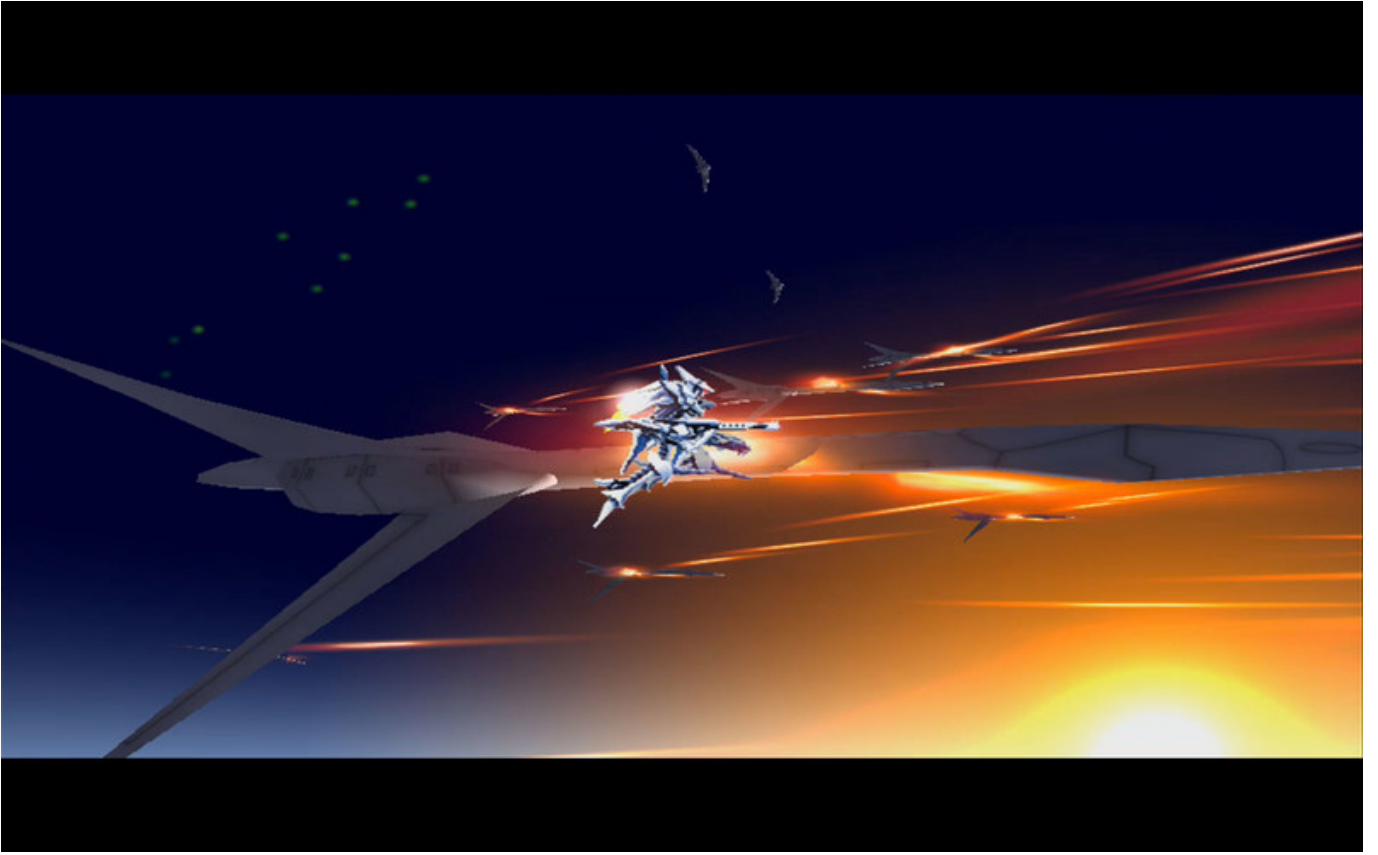
**Graphics:** AMD HD5000 series, NVidia GTX 200 series, equivalent or higher

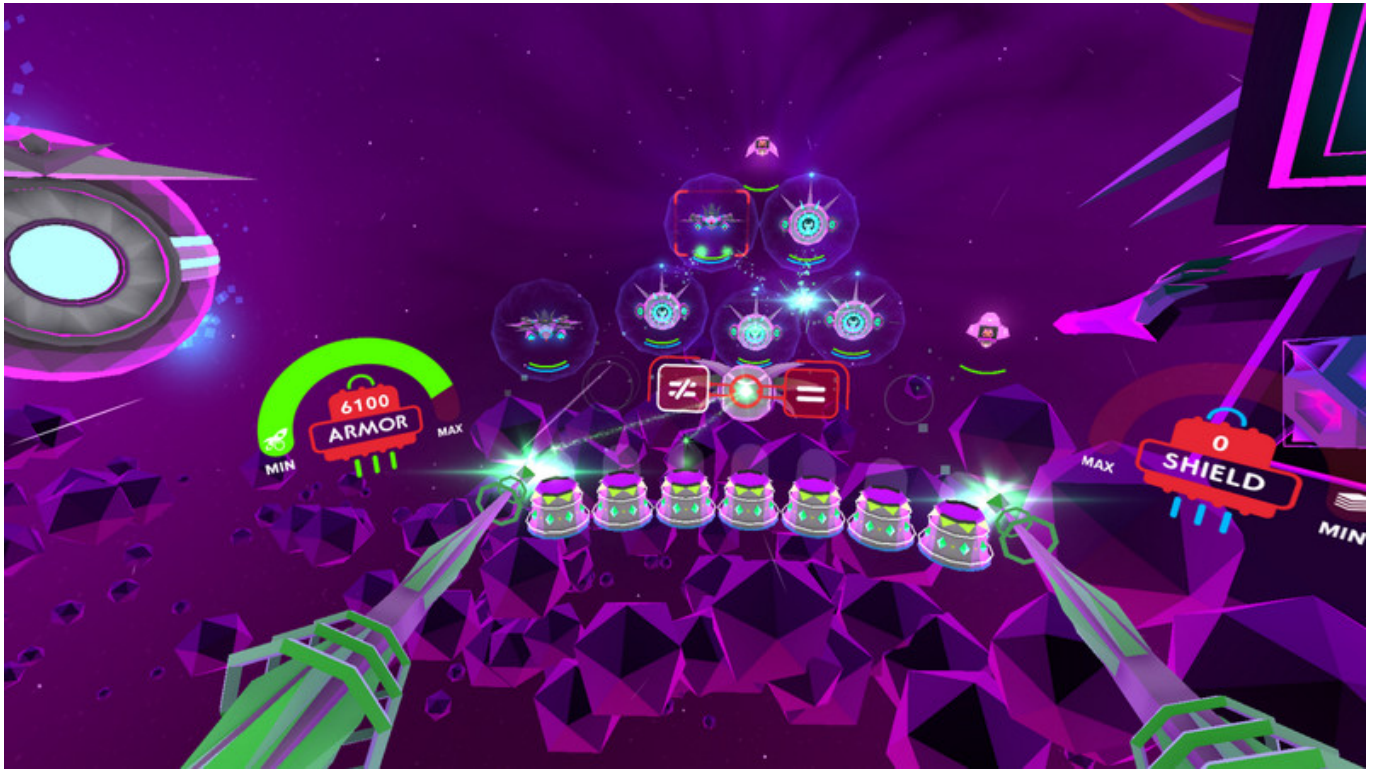
**DirectX:** Version 11

**Storage:** 800 MB available space

English,German,Russian,Simplified Chinese







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Hey, you like Choose-Your-Own-Adventure games? You a Furry? Well I think this game's for you. Okay now that we've got the obligatory Furry joke out of the way, here's the review:

Welcome to Moreytown is basically if Zootopia was a darker and grittier noir story, but also had human characters along with the anthropomorphic ones. You start out the game choosing which species you'd like your character to be, each one has advantages and disadvantages, some are stronger and slower, other's are smaller and faster. The story starts with your character discovering that their apartment's on fire, upon escaping you discover your apartment fire could be leading to a much bigger threat that could shake Moreytown to its core.

Well, the main selling point for a Choose-Your-Own-Adventure game is its story, so how's the story? I personally really liked this game's story. I liked learning about this world of humans and "Moreys", as the Anthros in the game are called. The mystery is interesting, if not a little predictable towards the end.

I also liked how the game takes advantage of the fact that you're playing as an animal, with certain heightened senses. At the beginning of the game you choose a sense you want your character to have that's more powerful than their others, and that affects how the game describes certain parts of what's going on in a scene. If your character's strongest sense is their sense of smell, then the character will describe the atmosphere at certain points in the story by what they pick up in scent. There are also several fights your character gets in in the game, and the outcomes of the fights are dependent on your character's size, strength, and agility, and the combat choices you make that are geared towards their strengths and weaknesses. The game also has romance options, as most choice-based games do, but they're optional, thankfully.

Though the game has some decent replay value, I do think the story could have been a bit longer. I've played two or three other games published by Choice of Games, and both were a lot longer than this. In fact the story is so short I'm afraid talking about it too much might spoil it. But the plot is interesting enough and seeing as the game is only \$5 (and even less if you get it on sale), it's hard not to recommend it to anyone who's curiosity is even a little peaked by the premise.

If you think you'll like this game based on the summary on it's store page, you probably will, I definitely enjoyed seeing where the plot was taking me, and seeing what different paths you could take to complete the story.

I'd give Welcome to Morey town a 7/10, it's not one of the greatest games in Choice of Game's library, but I enjoyed it too much not to recommend it, and might even look into the author's other printed works that take place in the same universe.. Really storyrich and fantasy! Moreover, just buy it and adventure.. I see another recent review which claims there are 'fake reviews' on Ubermosh games, and also that they are 'identical'. I promise you I'm a real human being who is only reviewing this game once. I can also promise you that these games are indeed similar (as screen shots show) but do play differently. For this game, playing around the timed mana burst system and synergising that with my playstyle is a whole new dimension, and -- as always -- getting the achievements feels like something that is really earned.. The puzzle room VR is a very simple yet puzzling game. It puts you in a room where you are trapped yet you have freedom to interact with almost everyth single aspect of that room. The game at its current state is not to hard, but if you are one to mess around in vr you can easily waste time in this game and still have fun. Currently it only has 2 rooms to escape from. The first room being short and easy yet still fun. While the second room feels the developers put more time into it to make it a little longer. Both rooms are still fun and possible to complete. If you are looking for an escape the room for a decent price and future updates the price on this game is pretty resonable. Id reccomend this game to anyone looking to escape a room or two, and definitely reccomend throwing some friends into the game aswell.. Showcases the German freight well.. I haven't had this fun in VR in a long time! The gameplay is really good. I had so much fun with the battle royale game mode. The only thing the developers should improve is the english, because the language is really broken, which makes the game appear amateurish.

EDIT: After playing a bit more, I discover the the game crashes \*a lot\*. In this state I cannot recommend it. I hope they fix it soon.

EDIT AGAIN: Bug is fixed after a short time, so that's an extra reason to recommend this game!. It almost gave me nightmares - appealing to my most primal fears of huge diabolical jellyfish, and floating in a dark sea with unseable dangers. Thanks!. I

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think this was released far too early. It really needs to have an introductory area for each of the abilities like how well Portal did with the easy learning curve. The whole game through you have to just figure out what they do. I got lucky on the first map that used the "clock with the 3 arrows over it" as I had no clue as to what it did. The 2nd area with it I ended up on the store page where I finally found far down in the description what each thing actually did.

The parkour crap is plain annoying and not a puzzle. Those were like filler rooms.

It has some cool ideas and concepts, but it just feels like half the game is missing.

A combination of these things made many areas quite annoying.

Also, all the text popping up at the beginning with the controls WHILE the guy was speaking was not smart. Have the monologue then release the player and remind them of the controls.

No Quick Saves/Loads sucks. You must go to main menu and reload the whole game and lose any progress in the level you were in. Glitchy in places. The shiny/highly reflective ceiling is confusing at times making it seem like there are gaps over walls for instance. Also makes it somewhat hard on the eyes.

While I do appreciate the hard work from only ONE person making this, it's no excuse to release it in this state. They should've called on for volunteers to help. Many people would have helped for free.

Bottom line: I can not recommend at the current price point and in its current state. Will update if there's a major update to the game.

I recorded my full blind run of the game. I was going to do a walkthrough video as well, but by the time I finished, I couldn't stand the thought of playing it again.

**Video:** <https://youtu.be/Va96PjpTu6ss>

[P.S. \(Other random thoughts\)](#)

[The whole maze thing using the time power is such a cliché thing from Portal and most people do not like the maze/world portal thing that I know of.](#)

[Oh, and in that one level with the 2 cubes, 5 barriers, + the 2 small barriers for the cube holes... There's nothing to tell the person what opens the door, 2 Big buttons and 2 small buttons. It would make more sense to have to get them where you do in this level, but with the cubes on the same size buttons. AKA, no signage/vantline issue.](#)

[The area with the stairs is the only area where I knew what was truly intended and tried to break, but couldn't. That being said, I have no clue on many others if I did them as intended.](#)

[PLEASE KEEP WORKING ON THIS! GET SOME HELP! It feels like you got burned out and said \u2665\u2665\u2665\u2665 it, close enough, to make some quick cash or something. A small group could make this a really good game.](#)

[Addendum: 3 Steam cards and all 3 were Orange cubes.](#)

[Got all achievements just by finishing the game except for one and no details are given until you actually get it. This will not be a 100% game.. I played the first Hacker Evolution and I loved it. So when I heard that there was going to be a sequel, I jumped at the chance to purchase it!](#)

[However, this game has little to recommend it, and doesn't much resemble the original at all. The original made you feel like an actual hacker, typing commands into a console. This game is a GUI based point-and-click. You don't get the feel of being a hacker that you might expect from the title.](#)

[Not only that, but the gameplay is boring, and a lot of the tools at your disposal are arbitrarily difficult to use, and the time limit placed on you just makes things stressful and not fun when the tools take almost as long or longer than the time allotted to you. Do not buy.](#)



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Have been playing this game for a while now. And i can tell, the game is not perfect, but almost. If you're into some supply and demand kind of stuff, this is the best game you could buy. For real, it's an awesome, slow paced, strategic, economical game and you MUST try it, if you like those old school games. I bought it for 0.44€ and it worth al least 3€. You won't regret.

BTW:I'm playing on WIN8.1 and it runs just fine! I don't know what is the problem with these other guys that say this won't run, GO AHEAD! 9.7/10 for what it is.

AAAAAND it's real-time so you can play it while you're on Facebook or whatever.  
Go ahead! Set a route, go to your email, see if the ship is already on it's destiny! If not, keep on browsing! You can even change the speed if the game!

You want too be a pirate?! Plunder them all! It has a lot of freedom in what you can do, just give it a time!

Cons:

The graphics (its a game from 2003, following its ansestors).

Not for everyone (if you're a casual gamer, please, go ♥♥♥♥ yourself).. Had an awesome time playing treadnauts! I've only just figured out the controls but am super excited to keep advancing. Great sound track as well, and online play is a huge perk. Keep up the good work guys!. Launched the game, went to options, changed the resolution

Crashed

Launched the game again, changed the resolution again

Crashed

Launched the game, didn't change the resolution, saw the other options

Didn't crash but my eyes were like "Meh"

Played a new game, ball was stuck in a hole, score display started to glitch

Quitted the game

Seriously, how a firm such as Team 17 had the idea to create a buggy pinball game back in 1998 ?

And it still costs 8\$ ??? Well, Windows XP had a way better pinball game in 2001 ...

Sorry, I really enjoy the Worms franchise, but this game doesn't even deserve to have "Worms" in its name.. Good tactical game that can be fast pace and easy to learn. Good help guides to understand the rules and recomoned for light war gamers.

Recommended.. another huge & juicy pile of horsesh#te.

i tried to launch the game 11 times. one crash when loading the main menu and 10 crashes when trying to start a new game. restarted my gaming rig and checked the game files with steam but nothing helped. i even tried starting the russian version but it keeps crashing and crashing and crashing.

yet i recall playing this game for like 20 minutes about a year ago on my old gaming rig.

but even then it was really poor by any standard. even if you don't have any standards!

one single house in the middle of nowhere filled with some generic & sterile unity engine assets and still it ran at 15 fps for absolutely no f#cking reason at all.

and it was an absolute borefest even though i didn't get very far.

so i guess it's sort of a good thing that i can't play it anymore.

still a piece of sh#t though.

just let me get the trading cards and then clean this malware off my machine.. The best game I had the honor of playing recently!\u00a1!!1

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