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## Microcosm Download Without Key



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## About This Game


### Build tiny voxel worlds in virtual reality!

Microcosm is the game I've wanted to play in VR ever since I saw the Oculus Rift Kickstarter way back in 2012. I picked up a Vive last year, but no one seemed to be making the voxel game I wanted. Finally, I said enough was enough, and just decided to build it myself.

I hope you enjoy playing Microcosm as much as I enjoy making it. If you had any issues, or if there's something you think I could improve, I'd love it if you let me know. Please feel free to [get in touch with me](#) at any time. If you've found a bug, screenshots and system information are very much appreciated, to help me reproduce and fix it.

## Details!

- Microcosm worlds are made of 512×256×512 voxels. Each one is 2.5 cubic centimeters (~1 inch). That's over 12 meters across and 6 meters tall of real-world space (~40 feet by ~20 feet). You can build some pretty huge stuff. 🎮
- Create your own world of solid, transparent, and glowing voxels. 🎮
- Switch the desktop camera mode! Use the default eye-cam, or place a fixed camera in the world. Great for time-lapses, video recording, and hiding your work. 🎮
- Save your creations as .cosm files, and share them with other people! 🎮

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- Intuitive voxel selection and editing. Easily place, delete, and paint existing voxels. 

Microcosm currently supports the HTC Vive and Oculus Rift + Touch.

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Title: Microcosm  
Genre: Casual, Indie, Simulation, Early Access  
Developer:  
paulstraw  
Publisher:  
paulstraw  
Release Date: 17 Apr, 2017

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 or newer

**Processor:** Intel Core i5-4590 or AMD FX 8350

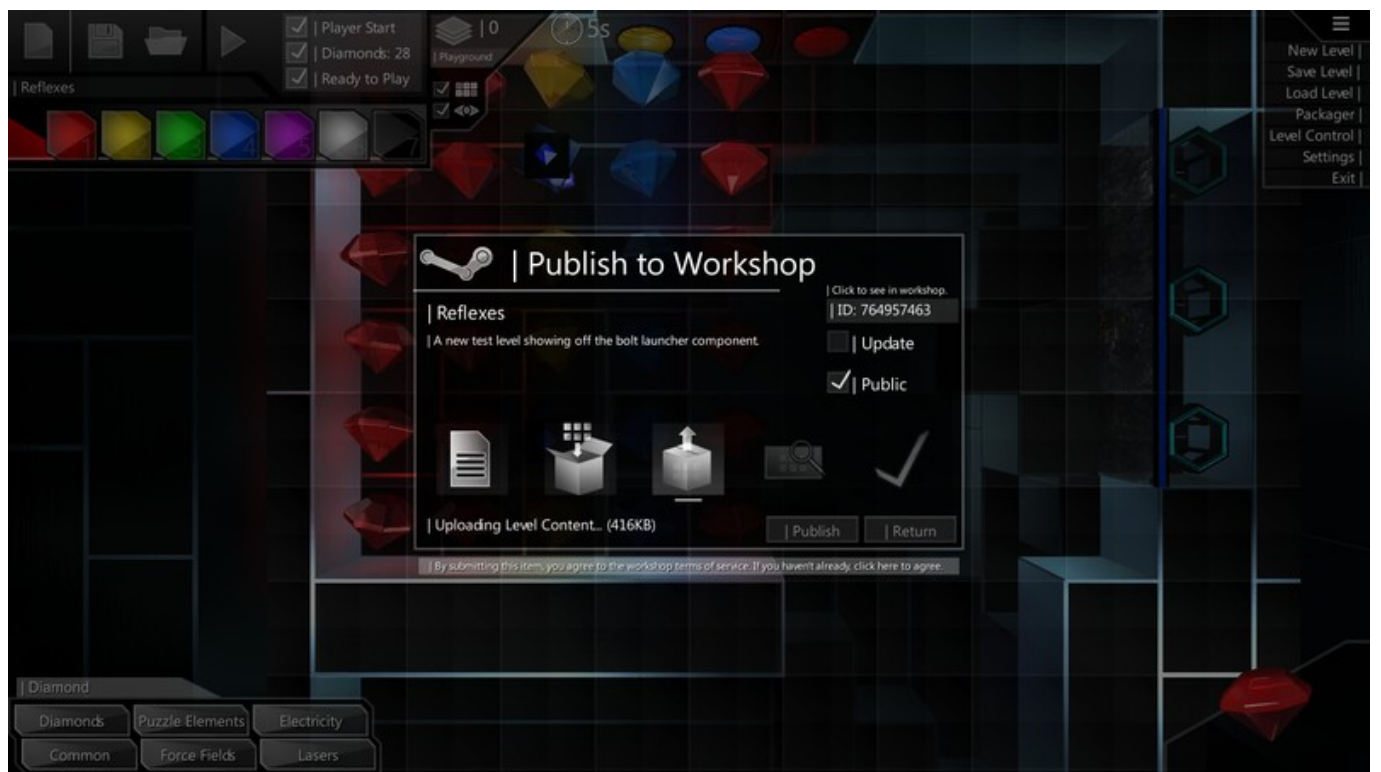
**Memory:** 4 GB RAM

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

**DirectX:** Version 11

**Storage:** 1 GB available space

English







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AIM in that game makes me sick...Especially when you have to kill the big one creating little monsters...At this moment i hated my mouse.....

To make this game better, may be add some colors, write a story at the beginning, because i realized when i was dead that the guy was infected...

Good game else. 09-28-2016 – picked this game up today and messed around with it for a few moments. And already I have to say I like it and it has a lot of potential, but it still needs a lot of work, especially the UI and controls. So with that being said I think ill hold onto the game and see where it goes as far as progress.. I just finished my first ending and really enjoyed it so far. The story is nothing special for a visual novel, but very entertaining. You can choose youre daily routine (earn some money, buy a present) and meet youre favourite Character.

Furthermore, you have to play an liquor mini-game. It's like a memory game with different levels of difficulty. If you win, you can increase the affection of the girls. Besides, the player has to find out all the information of the characters through the right questions. There is a high replay value because of the different endings and the beautiful Art Style of Sayori. If you love a mix between Nekopara and honeypop, you will enjoy this game.

You shouldn't expect a great depth of the story, but it's a decent game :)

+Sayoris Artwork <3

+High Replay Value

+Decide Your own daily routine

- not much depth. Awesome vikings game.. I think the game has potential but honestly anyone can walk and hold the gun more still. it makes it very hard to move and shoot. but obviously a little clunky but again it could go somewhere.. \$45? Did I read that right? I haven't played it in 3 years, but based of the comments and reviews the game hasn't changed enough to even remotely cause such a wild price rise.

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horrible i want my money back,,it doesnt even work. This game is AWESOME! It's really fun just to sit on the couch with a controller and play this on my TV. I dare you to try it, it's only .99 cents. 10/10. On Rusty Trails is a neat, short puzzle-ish platformer that is marred by a couple of mildly frustrating boss fights. The main gameplay mechanic, switching between two different colors to activate different platforms/paths through a level, isn't groundbreaking. When combined with your character's ability to stick to nearly any surface they touch, though, it made for compelling enough gameplay to power me through the 50+ levels, which tend to be short side of things. Overall, these levels tend to be fairly easy, but that's something that can be up to the player to determine, as the checkpoints in each level are entirely optional-- using them all makes for a fairly breezy experience, but skipping any or all of them ratchets up the difficulty proportionately. The story is minimal, but fine for what it is, and so the only problem I have with the game are its two boss fights. They seem out of place, and the one at the end of the game starts off fine, but by the final phases seemed like it was going to be based more on my luck rather than my skill, due to the constantly shifting gravitational pull. Neither of them took THAT long to beat, in the grand scheme of things, but it's something that the game could have done without and not been any the worse for it. Still, though, in the end this is a well put together game, and fans of the genre will likely enjoy it.. Great little game for young children. Not much too it but my five year old really enjoyed playing.. The classic 4X strategy format, brilliantly realised by the Trese brothers. Excellent developer support for any issues and quality game play..



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