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## About This Game

It was supposed to be a simple mission. All I had to do was collect some samples from a contaminated area under the sea. As soon as I left the ship, everything went wrong. Communications were lost and my submarine crashed on the ocean floor. I survived, but my oxygen is running low and I can't contact anyone for help. All I can do is move forward with this operations drone as my only companion. Trouble is, it's been acting sort of weird lately. Almost as if it's trying to sabotage my mission...

Anoxemia is a story-driven exploration game that puts you in control of the scientist Dr. Bailey and his operations drone, ATMA. Search the ocean floor as you discover and extract samples from the bowels of the underwater caves. Danger lurks in each passageway, everything from poison drifts to powerful ocean currents, mines leftover from the war, and mobile machines running haywire. There's also the ever-present risk of running out of oxygen. Fortunately, ATMA can help guide you to your destination using a few special tools and upgrades. Assuming you can find them, that is.

The world of Anoxemia is both breathtaking and perilous. The seas are quiet most of the time, but as soon as you see a flashing light or hear a noise echoing from the distance, you know it's time to run. Of course, there are some dangers you just can't run from. Dangers you don't even know exist. Dangers from within...

Also available in Bosnian, Serbian and Croatian languages!

## Features

- Unique sci-fi horror story that unfolds while you play.

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- Explore 38 levels of unique underwater terrain.
  - Find and equip several different items and upgrades.
  - Solve puzzles that require quick reflexes and clever thinking.
  - Voiced narrative that gives insights on the main character's thoughts.
  - Game is hard.

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Title: Anoxemia  
Genre: Adventure, Casual, Indie  
Developer:  
BSK Games  
Publisher:  
BSK Games  
Release Date: 16 Jan, 2015

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**Minimum:**

**OS:** Windows XP, Vista, 7, 8

**Processor:** 2 GHz

**Memory:** 512 MB RAM

**Graphics:** 5 years old or younger. Integrated graphics and very low budget cards may not work. Shader Model 3.0 required

**DirectX:** Version 9.0c

**Storage:** 4 GB available space

English,French,Italian,German,Danish,Russian







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Overall a really fun game. There are a few glitches, but other than that I really enjoyed this game. It exploits all the finest qualities that an RPG Maker game can have, like classic, turn-based battles, puzzles, and a storyline that is both funny and interesting. I was never bored while playing this game. Would recomend it to any retro RPG fan.. Delightfully retro. Loved the dated 8 bit graphics. It felt like I was playing a game in an arcade in the 80's. It reminds me a lot of Ghost'n'goblins for the NES (the main character animation hints at this). The ingame sfx sound a lot like the old sound chips. The gameplay is fluid, the animation too, and integrates with your xbox pad. Ideal to play on the Steam Link. Really psyched about this game, after playing it for about a couple of hours.

The difficulty ramps up very fast, which was quite common in arcade games from back then.

If you are into retro games, and want to play something new, definitely recommend this one. But be warned is a very difficult game that goes from casual to "wtf" real quick.. Now came out 2.0 version.  
it's really cool for making pixel art games.. OH GOD THE COLORS 2: SEIZURE BOOGALOO. Really nice game, I love it!

It's cute but dark at the same time.

The story is great and the puzzles are not too hard (except few ones).

I also want to point out the art style which I think it's amazing.

I wish this game was more popular, it really deserves it <3.

10/10



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This is a pitiful excuse for a game and a disgrace for the genre. I clawed my way through it, and by the time I was halfway through I was THIS close to going insane from:

- ) the lousy voice acting
- ) the wannabe funny dialogues, that end up being nothing short of awkwardly bad
- ) the ludicrous story and
- ) the disastrous "riddles".

Here's a random example of the latter: Find random "noisemaker" on the ground at a zoo, use it to lure a pair of DUCKS halfway through Paris back to the Zoo so that the zookeeper will give you one of the baguettes he's conveniently sharing to feed them, give baguette to homeless man who apparently spent his entire life waiting for such a selfless act and immediately turns sober so that you can have his old booze, which you then use to be incarcerated for being drunk only to bust back out 5 minutes later with about the lamest of explanations).

In short, this game tries, it really does. But it just falls short in pretty much every aspect that make an adventure game good, and just makes for a very tedious experience of about 4 hours from start to finish. Avoid if you can.. Go Home Dinosaurs, You're Drunk!. This is fun for the most part but beware, the game is buggy. I don't know if it's my particular machine or windows setup but I had graphical bugs when playing this game and several items could not be fully disassembled. I couldn't finish the PC or the plane due to parts not unlocking at random and some parts where more then one part connect wouldn't separate thus ruining my experience.

I do recommend this game if you like taking things apart, but I don't like that it is buggy so be warned if you do decide to purchase it. Overall I have positive feelings to this game despite the bugs I have encountered.. black screen really sucks. Not an entirely bad game nor good game, somewhere in the middle...but kinda leaning towards bad...ish. One reviewer nailed with the to and fro to locations being an absolute waste of time, agreed. Basically this game starts off with you loosing your job, then you rummage around for stuff, then you get asked to do other stuff for some lazyass chick, rinse and repeat to different locations....what cheeses me off is the way this ends, basically get done over my the story just crashing off the cliff...I kinda voice out loud...you muvafuka when the ending confirmed itself...this aint no Beneath a Steel Sky..4 ish out of 10 on a cheap as chips sale..use a guide so you can just enjoy to a point!. Really negative opinion. This game should be in early access. Not a finished product. I couldn't even buy a building. Do yourself a favor and google Capitalism Lab, it's the real spiritual successor to Capitalism 2.

#### EDIT/UPDATE:

I will admit that I had not viewed the tutorial videos and have read other reviews that claim they're extremely helpful. I clicked on the first tutorial video (Production Chain, I believe) and it already looked different than what I start off with in the base game (A blank map with cities but no company infrastructure). Then I saw that I have to be told what to click on in order to progress in the tutorial, despite if I click on other buttons, nothing will come of it, which makes me wonder why not just have it be a video instead of a press this button to progress tutorial.

But this is what my actual problem with the game was. I bought the trade center and then saw that in order to begin selling things, I need to have warehouses to supply things in the store, I started to buy a warehouse and anywhere I would click to put it (including the green highlight squares) the building would not place. I had plenty of money to afford it but the building would not place. I tried turning it with the shift and mousewheel command (I'm playing on a laptop without a mouse but can still "scroll" with the two finger mousepad) but the building would just not place.

As for my comment about early access, I've really been spoiled by Capitalism Lab, that game does not have as much in depth fields and research as this game does but that game is much more easier in terms of click and go gameplay. There are no artificial walls of 'if you don't have X, you can't do Z'. If you want to build an army of warehouses and no retail or supply, you can. That's why I feel like this game is missing a lot of features. Only 5 AI opponents, only 5 cities, cannot create sub-companies, cannot hire managers to auto run your business. This game is kind of like buying the first release of a new Civilization game, nice core idea but missing extra features.. Hardcore golf, I have not played the previous part, I will buy it later, but for now I like everything, I would like to have at least some help with mistakes, but maybe then it would be too casual, I don't know, I like Hardcore golf, I have not played the previous part, I will buy it later, but for now I like everything, I would like to have at least some help with mistakes, but maybe then it would be too casual, I don't know, I like. Relaxing like a



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Mediterranean cruise. It's less micromanagey compared to Patrician and Port Royale. However, I do miss being able to place where my next fishing shack goes. Like the other games, it has a nice story in a historical setting. If it's on sale and you're even thinking about it, definitely pick it up.. I haven't invested too much time into this game at the time of this review, but the time invested is more than enough to prove to me that a lot of love was put into this game. Everything is so polished and the controls are incredibly responsive and fun! The skill ceiling has no limit from what I can tell and you'll be pulling off accidental tricks left and right! Gather a couple mates or go head to head with someone. I can guarantee you'll have a blast!. best game on steam

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