
Kartong - Death By Cardboard! Digital Download



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About This Game

In a twisted world best described as "a miniature cardboard city turned into a malicious science experiment", you find yourself captured against your will by an oddly charming but mysterious YouTuber that goes by the name "**Sven**" in the deadly city of Kartong. Your life now depends on mediocre office supply-weapons and your every move is being filmed for his YouTube enjoyment - a truly odd experience, all wrapped up in challenging stealth/FPS gameplay. And oh, did we mention that you're shrunk to the size of a toilet paper roll? Yes, you're small... very small.

[Available for Arcades on SpringboardVR](#)

Kartong - Death by Cardboard! combines the cuteness of scary toys with the charm of paper cuts - all wrapped up in challenging stealth/FPS gameplay (that's a legit genre, right?).

VR or Non-VR, it's all up to you!

Both PC and VR modes will offer procedurally generated levels with maps, traps, weapons and toy enemies constantly changing. A unique seed system also allows you to replay your favorite maps and share them with friends!

New Progression and Skins!

No worries, no loot boxes here! However, to upgrade your crossbow you need Robo-Coins. These coins can be obtained by smacking some robot-butt! Each time you slay a robot they will drop coins that can be gathered to upgrade your crossbow throughout the game. Hasta la vista, baby!

Life never gets easier!

So, you managed to find your way out of the city? Well, it ain't over yet pal. Kartong's many difficulty levels will push you to the limit of your own madness. We would say "Prepare To Die", but that's a bit cliché now ain't it?

Become the ultimate maze-warrior!

Kartong features a local high score system for each difficulty as well as unique seeds to control the maps. So now you can challenge your friends for the best scores, get the sweetest upgrades and show off your rarest loot!

You like watching them and so do we!

With the new gameplay concept Kartong Co-Labs, we'll be able to put your favorite streamers and YouTubers into the deadly cardboard world of Kartong. The custom-made Co-Labs maps will feature different guest events, providing players with a growing library of challenge maps to play and explore. The various Co-Labs partners will be announced inside the game and on SVRVIVE Studios' website as they go live.

A game jam gone horribly wrong!

After launching our previous title SVRVIVE: The Deus Helix, our dev team held a "lets-go-bonkers" game jam to blow off some steam. Obviously troubled by some very disturbing thoughts (disclaimer: we blame office air pollution), our team came up with Kartong. And once conceived, we had no choice but to bring a new unpronounceable game to the world.

Title: Kartong - Death by Cardboard!
Genre: Action, Adventure, Casual, Indie
Developer:
Antler Interactive
Publisher:
Antler Interactive
Release Date: 4 Apr, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10

Processor: Intel® i7-4790 or greater

Memory: 8 GB RAM

Graphics: NVIDIA Geforce® GTX 970 / AMD Radeon RX 480 or greater

DirectX: Version 11

Storage: 9 GB available space

Additional Notes: Recommend installing to SSD for faster performance, save data is stored in Windows Local Appdata

English







Updated with more gameplay: I've played through about 8 stages so far, and the content is pretty simple but well implemented. Scattered throughout the randomly generated maps are chests that hold "keys," ammo and weapons. You loot those while avoiding the pumpkin people and traps. The random gen works well enough and I've seen no bugs to speak of. It feels rogue-ish, but it is forgiving; a bit too forgiving.

The difficulty does increase leading to bigger maps, end gates that need more than one key and more enemies. There are also better weapons that are fun to use, but it became really easy after I got some gear. The two enemy types (so far) are pretty easy to deal with.

I didn't run into any bugs and the content flows well, though I did find myself setting off tripwires when I was pretty far away.

This game could be a fun rogue like in time, and it has a good foundation, but it is a little bland atm givin how easy it is. We'll see what happens after I get to the end. Initially it seemed like it was impossibly difficult, but I tried the first level a few times and then I got the hang of it. Really cool game with fantastic art and animations. Can be really creepy at times! Works good on WMR although I would like to use the thumb sticks for movement. I bought it on sale, but the full price is pretty reasonable so I definitely recommend it!. Pros:

REALLY cool setting. Looks great, very creative. I like that the game objects can be actually assembled in real life, and there are videos in between levels talking about how stuff is made. enemies and objects fit this perfectly as well.

Can be legitimately challenging if you're trying for stealth. Could do with better audio. You can tell direction and distance of a sound usually, but identifying if it's behind walls, or around a corner isn't obvious, and detection is pretty unforgiving of quick peeks

Weapons and item menus work well. They could do with some explanatory text though.

Cons:

Some things not done, critical bugs

My biggest complaint is that if you leave the game and come back, it may delete some of your inventory, including the absolutely critical basic crossbow, which I'm not sure if you can ever pick up again as a drop. This means you can't really consider your progress to be saved. This is game killing for me.

No main menu? loads directly to wherever you left off. Along with the random seed and difficulty options but keeping your inventory, this is a bit disorienting.

Some settings missing, like the ability to turn off oculus-esque click to turn

Non-teleport movement is a bit frustrating; click to start moving, then it's controlled by touchpad?

Teleport movement can go through traps

No door on level spawn, really? So enemies can just come in and kill you repeatedly if you're afk? Worse, it's obvious that you COULD have doors because they exist in early levels.

Load times are pretty long

Enemy hit animations don't support multiple rapid shots, despite rapid fire weapons existing

. Pretty interesting game.

It is a mix of stealth, survival horror, escape the labyrinth and first person shooter.

I really like the creepy ambience it provide and the creativity behind it.

What I don't like about it is how enemys can sometimes see me through walls even tough I'm not doing any noise.

It can be annoying, especially considering the fact it is a stealth game, but a least they have really good sound cues and it doesn't always happen so I wouldn't say it is game breaking.

Edit : I corrected some spelling mistakes.. Wow, what a fun little game! A lot of fun in VR. The graphics are quirky and the robots remind me a bit of that whole Freddy thing, but it's a charming game! Once you get the hang of teleportation (if you choose to), and how weapons work, it's great. It's a tense little walk through a maze in a roguelike fashion, where you pick up needles and matches as ammo for your trusty rubberband crossbow. I played just a bit but it was exhilarating and I really got into it once I got it working right.

If you're into VR, this is an original game you should try.

Update: After playing a bit more and getting into the game I think this is a must for VR. It's just too much fun!!! It's scary but

kinda survivalish, and definitely it gets your adrenaline pumping. As the ammo is scarce, every enemy you kill is a joyful victory. Seriously, play this game.. Creative

+Fun

+Somewhat Spooky

+Content for price

-Somewhat Difficult right off the bat

3/5

Great game, somewhat spooky atmosphere. A little pricey, but I feel the game-play makes the price justified. I feel there's too steep of a difficulty curve quite early on however.

If you liked this review Make sure to [Click here](#) and give a follow for more reviews of good, bad and decent VR titles. And [Click here](#) if you want to request reviews on other VR titles.. What a very inexpensive and immediately imaginative experience. In a VR environment that is overrun by generic wave shooters, this rouge-like puzzle survival game stands out with creativity. A very twisted and quite scary experience that is in a league of it's own. Highly recommended.. A well produced game for VR. Sharp and beautiful graphics, fun to play.

While this game may be good, I couldn't play past the 1st level. Scares the CRAP out of me!

Very well done, dev's. This game is super creepy.. I highly recommend it, if it runs without issue's on your system. I only had about 15 minutes with this, and regretfully had to refund. I loved the quality of the graphics, the crisp colors and cardboard theme. Its a feast for the eyes. The gameplay was intriguing and it made me want to dive right in. But after playing a few minutes, suddenly the graphics start to fade in and out and the sound stops for a cpl seconds. Yet the game keeps flowing, it doesn't freeze. Hopefully it'll be addressed in an update. If so, I'd absolutely buy it again. Based on what I did get to see and play, but because of the issue I had, I give it a 3 out of 5. The visuals I rate a 5! Overall, it looks like it could be 5 star material, maybe once it's tweaked.. Dudes... this is good! Hope i could help, thanx for reading.. wtf did I just waste my money on??. Really great design and game atmosphere! The music also fits nicely and I like how the windows turn red when enemies are close. It's hard to describe really. I also like that you can set the random seed for the levels manually.

The game is lacking depth in the long run but its absolutely fine when you get it on sale!

Would be nice to see this concept taken further into a full game.

What got me raging a bit was the item picking mode. Sometimes it picks the wrong item, even if you are really careful. That cost me a bunch of lives.. <https://www.youtube.com/watch?v=U2hMVnRG0OU>

So I have been wanting to do a Game vid for a while but there has been nothing but a constant stream of shovelware on Steam since Emberstone. Doom came out and I was pumped but not only was the game not fun to play but when I tried to record it crashed my computer. Then I looked back and was like,. HEY I haven't played Kartong yet! I have to say I've been missing out!

So many game devs seem to forget they are building their game in VR. I Loved SVRVIVE when it came out and this Studio nailed it again. Kartong is so fun to play and so immersive! I completely forgot I was recording in many instances I was so absorbed in this game. It's bascially a Pac Man Style game really where you try to get through these atmospheric cardboard mazes and collect items to battle the enemies that are roaming through the maze. I must admit I thought for some reason there was a multi player mode but alas ,.. there is not. would be fun to run around and race your friends to the end though! nudge nudge wink wink SVRVIVE studios. haha.

Graphics: At first I was pretty dissapointed until I saw the settings menu, which btw is super easy to use and navigate using motion control, and bumped up the settings and man. they are beautiful. super crisp and clear! The style of this game is just so great. you really feel like you are a tiny person in this giant maze made by some messed up kid ,.. seriously,.. this kid has issues... from the Giant roaches that scurry by you to the freaky♥♥♥♥♥teddy bears and those damn bunny things! I don't know if there are more I didn't play forever but they are certainly creepy! just a super atmosphere!

Sound: Sound is great! directional which is handy for hearing where those enemies are coming from with the spooky sounds that they make as they walk around. the music is great! kind of a creepy circus/toy store style music that plays hauntingly in the background.

Locomotion: you have the option to teleport, or walk and can play the free loco decoupled or not,.. (ahem bethesda,.. WTF!?) so that is great! It is just so important for game devs to give us those options. I for one initially got sick with free loco when I first started playing VR in sept 16,. but have got my VR legs now and teleport just sucks in comparisson but I can see why it needs to be there. Just give us the option! thanks SVRVIVE! My only gripe would be that you have to stand in the little circle in the middle of your playspace or the game goes black. For room scale purposes I would love to be able to move around a bit more.

Game play: the peeps at SVRVIVE studios just nail it when it comes to VR game play. There is so much more to it than just walking and shooting. Kartong does a great job of utilizing motion controllers! You can effortlessly pick up the obects you find and items that are find in giant gift boxes all over the mazes. Also you open the boxes with either big steering wheels or turn keys that you find after killing the eneimies in the mazes. things like loading your crossbow with different types of ammo like stick pins, or lit matches, (don't forget to light you matches, haha) just feel great and natural. just another way to make you feel immersed in your game!

So in closeing, Kartong is a title you really must have in your VR Library. I does right what so many big "AAA" studios do wrong! for like 9 bucks or whatever the price is it's totally worth the money. Really I feel like this game could be easily a 25 dollar game. Do yourself a favor and download Kartong and enjoy!

. 2 Minute Video Review → <https://youtu.be/6YhGZXUcoQ>

Ever since playing the Budget Cuts Demo, I've been longing for stealth-based VR games. Kartong scratches that itch.

It's spooky, but not terrifying. I can't handle VR Horror games, but I was able to handle this.

A charming and truly unique experience.. Really fun and interesting game. You are put in this card board like city maze that is decently sized (changes each mission) and your goal is to find your way out while looking for gears to open the exit. As you progress you will have to find more gears to open the door. Mean while you have enemies out looking for you. so there is a stealth element as well but you are not helpless by any means. You can get a pretty decent selection of weapons to fight back along with items that will help you.

There are boxes every where some which you can open just by going up to it and others you will need a wind up key that enemies drop when you kill them. Some of the boxes can be rigged with trap like alarms and bombs. There are also traps all over the place. The game keeps you on your toes pretty well. For a EA game it plays really well. I ahve not run into many issues outside of one time where the sound would go in and out while the picture would go really dark. Also wish they made it that the game paused while you are selecting your inventory trying to pick a item doesnt seem to go well, I usually end up picking the item below or above of the item i want and it can get you killed if you need a item fast.

The controls are solid and it has smooth turning and free locomotion and a good amount of other options for you to choose from. Its priced just right and worth a pick up if this type of game interest you.

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