The Secret Of Puffin Cove Torrent



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About This Game

Would you like to improve your fluency in English? Are you a Virtual Reality (VR) fan who loves adventures?

The Secret of Puffin Cove is the perfect game for you. A conversational adventure game in VR that lets you practice your C1 level of English speaking!

You set sail off the southern coast of England, where a charismatic pirate tour guide helps you on a journey to solve a huge mystery at Morwen Bay. Armed with an intermediary level of English and a taste for adventure, you investigate a ghost story and navigate stormy weather to uncover the secret of Puffin Cove.

NOTES

For a better experience make sure you use a good quality microphone. HTC VIVE and Oculus Rift headsets come with an integrated microphone, while most of the Microsoft Mixed Reality headsets don't. In the latter case, make sure you use headphones with an integrated microphone.

Title: The Secret of Puffin Cove

Genre: Adventure, Casual, Indie, Simulation, Early Access

Developer: Play2Speak Publisher:

Silverwing Productions S.L. Release Date: 12 Dec, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10

Processor: Intel i5

Memory: 8 GB RAM

Graphics: GTX 980

DirectX: Version 11

Network: Broadband Internet connection

Storage: 2 GB available space

Additional Notes: PC must be VR ready

English







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Very very easy to use, creates nice tiling textures along with all the maps you may need from any photograph with some tweaking. The viewport has couple of shaders to test how the material looks with the current maps. If you are authoring PBR content it's possible to remove light effects from the diffuse map which is another plus. You don't even need a tutorial to learn how to use this, just takes 5-6 minutes to go over all the settings and learn how it works. Recommended.. Cute physic puzzle game with great graphics. The puzzles are the "right" difficulty level. The game is short-ish but good.. Ruzh Delta Z fast game with modern day graphics with easy controls that moves from location A to B to C and so on.

good game.

Personal Suggested Purchase Price: \$0.49 Or Less During Sale. I really wanted to like it, but it just didn' work out. Of all the visual novels I've read, this one has to be the worst:/. absolutely dabtastic. This is a beautiful example of the potential for storytelling in VR. Not a game, more of a vr avant garde experiment.

To the devs however. I ended up having to watch this sitting down. The way the screens sort of waver around while I walk\look through them is interesting, but ended up making me sick. A sort of true 3d environment would be better, at least the option.. a fantastic experience. music was beautiful and well done, scenery was just draw dropping. as a older generation gamer im so glad to see what we are capable of. i never thought i would see the day we actually had vr. excellent experience devs. hope to see more from you very soon. i have not gone through the entire experience yet because i didnt want it to end lol. Lots of fun to play with family and friends!

Hey everyone. I bought this game quite some time ago now and enjoyed playing it over LAN at home with friends and against bots. I'd like to tell you what changes were made in the last update to this game, but I can't because the devs decided we now have to create an online account with password in order to play at all. It would've been nice to give people the option to continue playing over LAN without forcing players online with strangers. I enjoy playing multiplayer online sometimes, but there are plenty of times that I just don't want to. I enjoyed things the way they were.

If you know nothing about the game, it's basically like the old Car Wars arena play from Steve Jackson Games, but these vehicles hover. I enjoyed the game a lot for what it's worth, but if you want to play you need to get used to the idea that an online account is required. I can't review any of the changes since the last major update that added the account requirement with no option to bypass. As it is, if you like cars and weapons in an arena, this is okay... but wait for it to go on sale.

I do recommend the game overall with the notable provisions stated above. My kids didn't really like playing it very much. They'd rather play a lot of other games instead of this. I have deleted the game from my system, but if my kids ever change their minds about playing... maybe I'll make an account for it. Maybe. Sometimes I just want to play over LAN with people I know, but the devs excluded that option. Too bad.. Do not buy this game if you're not a fan of jump scares.

I would label this game as a jump scare walking simulator. This game takes less than an hour to complete. Therefore, I recommend that this be purchased only when on a 75% off sale. \$7.99 is way too much for what this game actually is.

While I didn't particularly enjoy the first Timore, I actually liked this one. It was really straight forward. You walk through a house and get jump scared. After all the crap I've been playing recently, something so basic was actually a very welcome change.

A couple of my problems with this title are that you have to do a LOT of backtracking and that you are unable to run. Luckily, the backtracking isn't too bad because the house is pretty small. But it can still be a bit aggravating.

I wish that the story had a bit more to it. I also wish that there was a story behind the creatures that torment you in the dream.. Here's the thing: and i normally like these kind of games, but not being able to configure the rotation keys makes the game almost unplayable on a laptop unless you have a detached VUSB keyboard, Otherwise, whether with the mouse or touch pad, you have to play 'twister' trying to rotate the screen whilst clicking the tiles. Good concept, BAD design. It's a no.. short but good. for atleast for me, cuz i love wolfs. I remember my dad getting this game with me many years ago and I was way too young to really understand what was going on so cheated my way through the whole thing. Then got Disciples 2 and spent far more time playing that one. Now in recent days i've come back to the original and find that it has a shine to it that the second one just didn't have.

Might be the simpler charm, or the (in my opinion) far more gratifying attacks and sounds over it's sequel. Still has a bit of a difficulty curve to it, something in common with it's protoge. My friends had more trouble with it than I did and it can be a turn off if you don't have a mind that has molded to the setting and playstyle a bit.

For the most part it was a great first entry in the series and still holds up to it's sequel (and in my opinion much better than the 3rds). I would reccomend it to those who enjoy the turn based playstyle and an old fantasy setting driven by story with gratifying combat.. The game developer touched my special area.. I played The Polynomial a while back and was like "Wow this is awesome, but it would be amazing in VR". Mind is blown, game is excellent and what you remember with great movement options even with just mouse and keyboard. Also screensaver mode is a great bonus.

Also 420 wooo!. Timers (with time not changeable - the game has no options) combined with slightly laggy mouse input (including mouse movement - needed to move to other letters), make this game - which can't be resized - and which has no difficulties to choose from, fairly unplayable & very unfulfilling.

Also uses some VERY obscure words - Maguey and Drupes, anyone? (I feel this would be okay in the hardest difficulty setting, if it had them - but not in the default\only difficulty)

Unless the game gets updated with timer settings & difficulty added, Avoid!. Bugs, instability and nearly nonexistant content.. Buggy but fun:)

Early Access is READY!!!:

AHOY VR STEAMERS!

Our Monkey Island-esque adventure is on STEAM! You can now download and play **The Secret of Puffin Cove**: take off on a ghost pirate hunting adventure, while practicing your C1 English **at the same time!**

Please share with us your feedback so we can make the next updates better!

Share with your friends and have fun practicing your English in this wacky seaside adventure!

. New Updates:

This latest version (0.0.3) of the game includes several fixes:

- Corrected typos in the scoring system.
- Corrected typos in the text of the conversation with Finn.
- You are now able to progress to the boat trip even after putting the coin into the luggage.
- We have been tuning the scoring system a bit more.

Thank you very much to participate with your feedback

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