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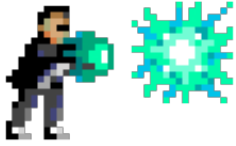
## About This Game

An artistic metroidvania with a classic NES era gameplay, taking the player through the life of an average man escaping his depression in a partly imaginary world he created around him. The game takes place in an old, still running business housing. Main character meets various different people on his path to find more happiness in his life.



**Fight 60 different enemy types**

In each environment different types of enemies await to attack you, each with its own strengths and patterns. Improve your tactics while fighting in either of the 3 difficulties.



## 3 unique powers

Apart from its attacking power, each power is equipped with a special ability that you have to combine in order to make your way through the levels and uncover all the secrets. Collect orbs to upgrade your powers for maximum efficiency in your fights.



## 5 challenging boss fights

At the end of each section of the building a powerful boss awaits to fight you. Overcome your past and the fears that haunt you to regain your true self.



## A variety of items to use

Buy items from the shops or obtain them from quests around the building. Use them to unlock new areas and defeat all the enemies that block your way.

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Title: External Visions  
Genre: Free to Play, Indie  
Developer:  
team BitClub  
Publisher:  
team BitClub  
Release Date: 15 Nov, 2017

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**Minimum:**

**OS:** Windows XP/Vista/7/8/10

**Processor:** 1.7 GHz

**Memory:** 512 MB RAM

**Graphics:** OpenGL 3.0 + 512MB VRAM

**Storage:** 500 MB available space

English







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Absolutely amazing game! Loved playing the flash versions, Android versions, and now it's on Steam. I also like the addition of cash crates compared to the Android version of Earn to Die 2. The game is locked to 60fps by the way, probably something to do with the physics of the game.

Overall, definitely worth a buy.. This expansion is a fantastic look into an "unexplored" war as well as the vehicles used in that war that is a great extension of the original game. Slitherine should be applauded and rewarded (buy it!) for touching a conflict so important to Japan's involvement in WW2 when others have not.

The pros:

1. Many new units to play and play against including early tankettes, artillery, and early Japanese warplanes most Westerners familiar with the Pacific War may not have seen before. The Chinese have an interesting array of imported vehicles and guns as well.
2. Great maps that emphasize the challenge placed upon Imperial Japan's war ambitions, and how overextending your lines can lead to loss of supply and being surrounded by the superior numbers of the Chinese troops. The maps almost encourage you to overextend, not to mention you have a limited time to complete your missions (though I completed the first one well within the allotted time).
3. Music is much better/ suitable given the subject matter, and there are a few mechanics that may have changed since the patches, such as move / repair which I don't recall - but I could be confusing with Panzerkorps.
4. The campaign selection map is improved over games like Panzerkorps -- it's an actual map and it looks good.
5. The portraits are great and look like old photos of the period - the uniforms of the officers in the portraits are accurate.

Cons:

1. Can't play China in the campaign --- yet.
2. Graphics or the engine itself seem to choke on occasion even on my relatively powerful system, and can get herky jerky at times.
3. Just a nitpick, but there are a few other early war weapons I have not seen yet in the game (although I have not played all maps yet and have some to go) -- such as the Type 92 Ni-Ku primemover (or other primemovers) that could be an upgrade from horses and trucks and allow towing artillery across rougher terrain, the Type 92 Heavy Armored Vehicle, and the Ki-1 and Ki-2 bombers. Armored trains would also be cool.

Notes: SNLF dark blue uniforms (with white straps crossing chest - light colored helmets?) would be nice to see and a contrast to so many khaki colored uniforms on both sides. May pop up later in the game? Here is an example with a soldier in front of a Type 93 Naval Armored Car ("Osaka" in the game)

<https://vikazuchisen.files.wordpress.com/2015/02/vimg043.jpg?w=649&h=1024>

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ON THE NEGATIVE REVIEWS: I fully support being able to play China, but think it is not fair to judge the game on this missing aspect (though it should be clear before you buy the DLC). I have a feeling Slitherine will move to add a China campaign. To say this game is bad because it only plays from the Japanese side is like arguing that a game about Napoleon's conquests is unfair to every nation he invaded that you are unable to play. There are many games out there that "promote war and aggression" if you think about it - just this particular war between Japan and China raises particular emotions - AND by being a trailblazer here (few wargames touch on these scenarios V locations), Slitherine was bound to raise some hackles with this release, even if China had been playable. If you think about it, any country invaded in numerous games about Germany cannot fight back -- but these wars even from Germany's perspective are covered by serious wargame companies who want to cover all types of battles for a rabid fanbase that cares. This is the nature of WAR-GAMING - not to get someone all emotionally wound up (does anyone still get emotional over Napoleon's or Rome's conquests?), but to enjoy the simple strategies of war for what they were ... and all aspects should be explored.

The War was 70 years or more ago. It is not "too soon". Let us explore these battles from all sides. China, the Commonwealth (Chindits), ANZAC, India, -- yes even Imperial Japan -- whatever Slitherine can provide.. Yes this game is cheap as chips, but I still think it's a bit of a rip-off. It's essentially the exact same game as Orbt, Righty-Tighty, and Pivot - and this is the worst of the lot. They should be packaged up into a single game - as it is, this isn't much more complicated than the Google loading screen dinosaur game, and won't keep you distracted for more than about 5 mins.. What I hoped this was: An improvement on the first game across the board.

What it is: Pure mobile port trash.

Pros:

Game is actually 3d now, with camera control.

Good variety of classes.

Items are actually interesting now.

Cons:

Low monster variety.

Board game RNG determines your success.

Pitiful AI that doesn't even manage to control all of its units every turn.

Grindy beyond grindy.

Locks you into a story that limits your options at first, but it's an entirely uninteresting one.

If you only barely suffered through the first one, avoid this. My hope was not realized.. I wish there was one for Wendy.



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Free now, for a quick 100% game - go for it.

Nothing special about it, wasn't worth the Pricetag it had.

But it's free now - so go ahead.. It expands a bit on the Memories of Maerdy add-on, but it's not a requirement. The Austerity and Type 3B are well done, and offer some interesting career scenarios. The route is accessible from Quick Drive. The DLC features your more advanced scripting you expect from MeshTools, and overall is a nice little add-on if you're a fan of shunting.. I like the story and the endless endings of it.. very fun game. the visuals are amazing and the humor is great. gameplay is fun with multiple movesets and a good variety of enemies and ally assist cards. This game stole my crops and made me cry. Thank you so much for making it.. So nice you buy it twice!

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