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About This Game

Comrades! Brothers and sisters!

In this significant day I want to tell all workers of the world, that our expectations have come true and as The Great Revolution was a perfect Party's creation so a proletarian game Crisis in Kremlin is an outstanding achievement of this great organization! Because now completely every person, even a cook, can rule the state! And this is our merit, comrades, because only we bring protection and prosperity and we must overtake the rotting West. And so every person must as soon as possible master this skill by opening Crisis in Kremlin and bring the started to an end – to the 5-year plan of new millennium!
In the game every comrade will have to solve important political and economic, but historically accurate, interesting and exciting questions and tasks. On your decisions it will depend, what the USSR will be by the end of the year 1991 (and even a bit further) – empty words, which everybody interpret in dark colors, a superpower or the new pillar of democracy, though you can try any other political mechanic, you like.
However,don't forget that we are watching you closely and honestly hope that you will not betray your labor Motherland!

The Actual Game

Crisis in the Kremlin is a game set in the Perestroyka era, where you are set to reign over the Soviet Union during this harsh period and lead it to a bright future by anyway you like!
Do you think democracy and the free market are salvation? Or maybe Democratic Socialism? Maybe Christian Conservatism? Utopian Communism? Or, perhaps dictatorships and deification are the way to go! All possibilites are open!

Here you can

- Start Perestroyka and survive through it
- Demolish the Soviet Union or build a full-automation state
- Rule the Council of Ministers
- Control the State Planning Committee
- Commit diplomatic actions
-Intervene in international affairs
- Repress, reform, proclaim, interfere, delcare, destroy and build...
Will you influence the dark future ahead?
All the world is waiting for you, comrade!

Title: Crisis in the Kremlin
Genre: Indie, Simulation, Strategy
Developer:
Kremlingames
Publisher:
Kremlingames
Release Date: 20 Mar, 2017

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Minimum:

OS: Windows XP SP2+ (64-bit), Windows 7 SP1+ (32-bit, 64-bit)
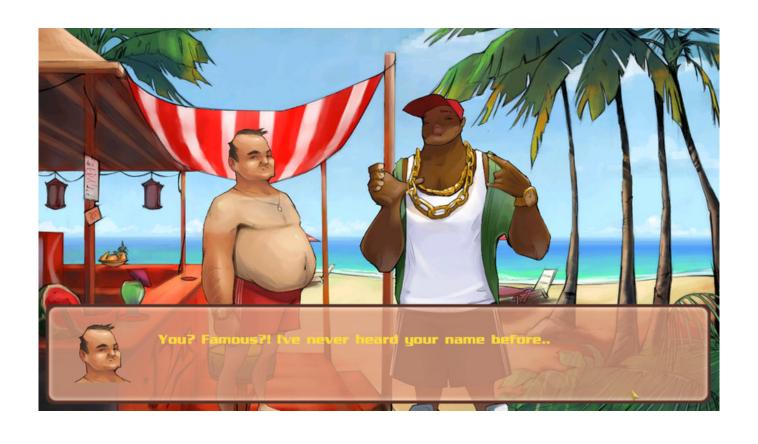
Processor: SSE2 instruction set support

Memory: 2 GB RAM

Graphics: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities

DirectX: Version 9.0c

Storage: 2 GB available space

English,Russian

Dont be fooled by the crazy logo! This is Really Fun to Play and it is also a professional feeling level\/scene designer! In a couple hours I had a slick looking RPG dungeon scene. Started with animated Lava tiles, and eventually was placing little lamp posts, a flying bat and quickly posed a warrior skeliton with 6 weapons stuck in him. I really hope a community gets behind this.

On your left hand you can pick various themes (i.e. Fallout, Fantasy, Modern, Pixel) then pick item classes (i.e. Landscape, Creatures, Effects) and then you Snap Pieces into a small model world. The Zooom camera brings the scenes to life, a lot of detail comes into each object the closer you get.

They have some beta features including the use of Tilt Brush to add more effects (didnt try yet) Also I was able to turn on Test Level and it dropped a simple robot onto my level and I was running and jumping.

So thats the long winded way of saying thats it's a fantastic miniature level designer, still rough and ugly on edges but fantastic for artists, role players and anyone wanting to escape and play with some toys in VR!. I got a free key from the devs in november, deleted the game from my account and bought it so my review could count in the review score.

This game is one if not the best multiplayer game for VR thanks to 2 things :

1) Movement

The movement system feels a lot like the one from Climbey but better. Once you understand how it works it's incredibly precise and rewarding. Throwing yourself across the map with the "muscle up" card and using the grappling hook midair to get behind an unsuspecting enemy with your "skirmisher gun" is an amazing thing to do. I've spent 30 minutes, just swinging myself around the map, being amazed at how fast you begin to master the movement system.
Incredible on this aspect and very unique.

2)The Cards

Once again, a cool unique feature. You build a deck of 20 cards when you're in the main menu, during the match these cards appear on your arm and you use them by throwing them on the ground.

Cards are divided in 4 categories :
-Offense = Weapons (burst rifle, almost OS rifle, dual shoulder mounted miniguns, homing rockets etc...)
-Buffs = Shields, get tiny or big, be super strong, reduce gravity for you only etc...
-Utility = Flying dragon, create a wall to take cover, create a black hole etc...
-Movement = cool stuff like grappling hooks, gravity vortexes, jetpacks, wings to fly like a bird etc...

When you start the round you have 6 cards on your left arm. When you cast one of them it adds time to a timer on your right wrist. When that timer reaches 0 your hand is"refilled". Some cards add more time than others. If you want to you can discard a card (it adds only 2 secs to the timer).

The card system makes it so that you can have plenty of different gaming styles in one match.
One second you're using the skirmisher to take out somebody from behind, the next second you're launching rockets from the sky thanks to your handmounted jetpack.

Basically this systems ensures that you're never getting bored.

Now here come the few cons :
-only 2 maps atm
-supertiny playerbase (but it's as friendly as it's tiny !)
-it's not hideous, but it's not beautiful (however I feel like the devs really found a nice artstyle with the second map)

Some minor pros :

-judging from the second map they have some really good level design skills
-The devs have a discord (https:\/\/discord.gg\/M8w4bTR) and they really listen to you, if you've got a problem, they'll get it fixed asap and if you've got an idea it has a good chance of being added to the game.

Tldr : Buy this game, make your friends buy it, join the discord and help this game become the VR GOTY 2018 !. Bought this to support the developers. Hopefully, they did not abandon the game.. It's a game. It's very simple. It has the potential to be fun. It is not worth $10 though. Sorry.. I'm afraid I cannot reccommend this as there is very little to it, hand position and object grabbing are all wrong, at least with the vive wands.
Also, performance problems. My 1070 was the bottleneck and had immense trouble running it, yielding frame times in excess of 20ms.
The game itself is okay for such a low price, but nothing great either.. This is a fairly simple "collection of puzzles" game. It is fantastic. There are hundreds of puzzles. There are different types of puzzles. There are Steam Achievements. If you like puzzles, buy this. This game is great. I have to go play puzzles now.

very nice combination of a bullet hell side scroller and a character progression system via random loot, skills, and stat upgrades.

The thing that I never cared for in these types of games is the persuit of the high score chart....could not care less about that. meaningful upgrades and changing equipment? I can get behind that!

The game runs smooth as silk, looks nice, can play with controler, or keyboard with rebindable keys so if you say want to use keyboard for movement, and extra mouse buttons for skills, go for it.

So far only a few hours in, but things look promising and the content is not lacking.. Got to the very end after several hours of play, and really enjoyed it. Difficulty ramps up quickly and mastery of your two-button controls is key to success. Overall I'd say this is a 2D physics-based puzzle game like none other. Get it!. I've played this game less than 30 minutes and stopped. It's very dark with no way to adjust gamma only shawdows. There was absolutely no loot in anything that I searched. Honestly couldn't search anything because there wasn't a way to access any items in the game.... I could only pick up trash and cans. I could not punch either and therefore had no way to defend myself against the alien creatures. I constantly ran until my stamina ran out and then I died because I had no way to defend myself. I think that this game could have potential in the future, but how can we play it now when there is really nothing to interact with other than alien creatures that kick our butt because we have no way to defend ourselves... Just a thought, try and have fun playing.. Love the neon artstyle and all the traditions. Loads of enemies and weapons to use and great voice acting.

ENRAAAAAAAAAGE!!!!. Dont waste yur time, its not relaxing. waste of 1.99 really, Destinations is free and killz this.

-Music is butt
-its creepy
-bland and just, no. The pixel art creates a familiar game style as well as a clean and beautiful design. It's easy to grasp the basics, yet the detailed physics engine, creative stages and lots of diversity in enemies and friends show how much thought went into the creation of this game. The game is easy to get into and play for short amounts of time but has a lot of depth and complexity to explore that make you play it over and over again. There's lots of ship customizability that makes the game accessible to different playing styles - you can play fast and action-packed, slow and calculated, or luck of the draw by stocking up on weapons that allow you to run around in a confused panic and then deploy all your ammunition at once. The amount of variation between the different ships and types of levels allows for all sorts of challenges, and the ability to save up and unlock new options means that you never get stuck doing the same thing over and over with no progress.

Also, the game has a lot of style. Both the graphics and music are really captivating. There's a wide variety of ships, weapons, and enemies to interact with. If you feel like tutorials are for chumps you can get pretty far just by ramming into your enemies (and fist-bumping your friends). If you like figuring out the intricacies of a game there's a lot to explore here, from critical hits to reflecting lasers off of inanimate objects and shields to creating your own levels. If you despise fighting and just like drawing cool contrail patterns, you can usually pull that off too. Your onboard computer, who narrates much of the game, has plenty of snaky comments to make when you fail. The allies you can acquire will have conversations with each other, making it fun to gather different groups together. Sometimes, there are biscuitfish, which are like biscuit-shaped cuttlefish. They float around in packs and trill and cycle through the colors of the rainbow. I don't understand them but they make satisfying sounds if you blow them up.

I would definitely recommend this game! It's well worth the price and a great game to come back to again and again.. Many bugs, animation issues and stock assets. I can easily look over those and was into the gameplay for a few minutes until I found out the entirety of the game is find x amount of keys to open a door, then walk to the next door and do the same thing.

I'd say this game has a decent base. They've got locational damage for enemies and a big world.

Sadly there just isn't any gameplay or feeling like I want to find another hundred keys to unlock a few doors. Add in some compelling gameplay and I'll come back.

Feel free to check out my video for more impressions:

https:\/\/youtu.be\/bUYUvF6K4os