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About This Game

Park Bound is a massively multiplayer playground featuring player crafted parks. Parks contain a variety of open worlds to explore and play with other players. Each world has different goals, obstacles, and collectible treasures used to unlock more challenging levels. Jump across traps, dodge obstacles, pick up jetpacks, soar through the sky with gliders, and even roll inside balls to complete objectives.

Features

- Playable solo, with friends, and other players you find in the parks.
- Explore and collect treasures in the main park created by the developer and parks created by the community.
- Variety of levels types from platforming obstacle courses, party-style mini-games, to explorable sandboxes.

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- Pick up jetpacks, gliders, gyroballs, double jump, and more - each changing how you play the levels.
 - Includes in-game level editor where you can create your own network of worlds combined as a park.
 - Build and share your own objects or use existing libraries created by the developer and other players.

The Parks

The game is a continually growing ecosystem of parks created by both the community and the developer. Each park, managed by a single player, is its own self contained universe that offers consistent level quality as well as a place to return to as more levels are created. Parks can be visited by jumping into portals located throughout the hub world or by using the in-game park browser.

Each park is filled with levels that can be created with a variety of styles and objectives. Some levels may be an intense obstacle course requiring expert precision, analysis, and execution. Other levels may be open worlds with a variety of smaller challenges to be completed independently. Levels can have special rewards for taking difficult paths, finding secret locations, completing a section under a specified time limit, or gathering collectibles in a dangerous area.

Level Editor

As a creator, the level editor gives you full control of everything in your park. Once the park is opened it is always online and accessible to anyone with the game. You can watch your park from above, play alongside visitors, and view real-time population metrics to gather valuable feedback about your levels.

The level editor gives the tools to create spaces efficiently without limitations. Using a visual interface creators build entire levels without any programming or scripting languages. The editor provides customizable shape primitives, terrain, voxels, materials, animations, lighting, music, sound effects, particles, prefabs, and more. Prefabs give designers the ability to create complex re-usable objects in discrete packages. Park Bound embraces an open design philosophy where creations can be shared and modified freely between authors. This atmosphere of collaboration allows authors to combine and improve existing ideas to create new worlds.

Title: Park Bound
Genre: Action, Indie, Massively Multiplayer
Developer:
Bambastic Games
Publisher:
Bambastic Games
Release Date: 30 Nov, 2017

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English

Z. YEAR ONE

MAIN MENU



340



30



OPEN NEXT

COLLECTION

FALLEN CODE:
ENTER CODE SUBMIT

SURVIVOR CODE:
ENTER CODE SUBMIT



Set

M1A2 Type-10 T-14 Armata T-72 Leopard 2 Challenger 2

Scout

APC

Tank

Fire Support

Helicopter


Artillery

Super Weapon

Total Price: 1600

Vehicle: T-14 Armata
Price: 1600
HP: 1400
Armor: 2
Speed: Fast
Trait: Additional rocket launcher

Weapon:
Price:
Type:
DPS:
Range:
Trait:



Save & Quit

park bound buttons. boundary park. parks near bound brook nj. park boundary wall design. park bound pooch. colonial park bound brook nj. park bound gameplay. codrington park bound brook nj 08805. bound trampoline park. park in bound brook nj. park and shuttle. 730 park ave bound brook nj. park bound crack. canal park south bound brook. thomae park bound brook nj. memorial park south bound brook nj. garfield park bound brook nj. park bound online. park boundaries. jurassic park bound. forest park bound blue line. park pool bound brook nj. codrington park bound brook nj. south park bound 2. jurassic park leather bound. codrington park bound brook. 309 park place bound brook nj. colonial park south bound brook nj. 875 park ave bound brook nj. bond park oak. 273 park ave bound brook nj. leakin park outward bound. park bound free download. park ave bound brook nj. 765 park ave bound brook nj. park and bound. park bound pins. holne park outward bound school. park bound download. thomae park bound brook. hra park bound. bound park flushing. billian park bound brook new jersey. 237 park ave bound brook nj. park bound brook nj. boundary park didcot. garfield park apartments bound brook nj reviews. garfield park apartments bound brook nj. eastbound park nl. park bounds green. jurassic park disneybound. park boundary road louisville ky. rockaway park bound a train. upward bound park hills mo. park bound clothing. park bound game

Quite an impressive game. The visuals are gorgeous, B+ level voice acting and there is a tremendous amount of detail in the games environments. I will say that the early puzzles have been a little bit repetitive. There is also no tutorial on movement. You need to press the trackpad + trigger to move at a tolerable speed when doing free locomotion. You go the speed of a snail if you just use the trackpad alone. Also, the environments, while gorgeously detailed, end up being re-visited on several occasions so hopefully the game opens up with new places to explore. The games lovely title-screen music is also played at certain areas in the game, and stops when you leave that area. It would have been nice to save that lovely song when pivotal parts of the story are revealed.

In summary, while a great game so far, I was hoping it would be on the same level as my two favorite VR games of all time that share similar themes, that being The Gallery and FORM, but it falls just short of them in my opinion. I can still highly recommend it.

Gameplay video --> <https://www.youtube.com/watch?v=NAFKYHZUdWw>. Ah, a true TS Essential. Usually if a piece of DLC is less than £10, I suggest get it & this is no exception. It's great value for money and a true bargain in a Sale, but what do you get? Two liveries, countless variations of trains (2-car, 3-car, 4-car, etc.), custom destination boards and three scenarios.

However, that's not really the point. This pack is pretty much essential if you play TS, or like to create your own scenarios or download content for the Steam Workshop - many, many scenarios use these and they are just fantastic. The liveries are nicely done (especially the Blue & Grey), it comes with a ton of features and is... challenging to drive. If you're not used to gears on a loco, bear that in mind - you'll learn it eventually though and to be honest, it's more difficult for me on the Class 03 but that's another story.

My Dad say's these DMU's used to be his favourite - he'd travel on them on the way home from School and would always try and bag the seat where you could see the Driver at the Controls & the line ahead. After using this pack quite a lot, it's easy to see why he liked them. And for the price, I suggest that you don't wait for the Sales to get this. Get it none-the-less - it's just fantastic!. I cannot believe I have put so much time into this game ... Good game for when you can't think of what to do but can be very distracting, would be nice if it was free or cheaper, as it is as basic as quite a lot of mobile games. Still fun though.

7/10. Great entry to Roguelikes.. If you played any of the original cossacks, especially back to war which was my favorite, Cossacks 2 is a pile of garbage compared to them. The combat is laggy the whole morale idea is a very stupid one, and the way resources are controlled is just ridiculous. Get back to war instead of buying this, you will love it a lot more, better maps units buildings just everything in general is much better. A somewhat dated platformer. But charming enough... Less than a couple of hours in total. Worth a buck or two, no more.. Fantastic! Nice change of pace. Just dont forget to shift G for the traverser bridges. 6 hours and 6 crashes.... cant play it..... This is definitely a niche game but very fun given its price.. The developers also do a good job supporting the game as well. Really great for those that like politics, history, and strategy though not without a learning curve.

Short, addictive and stylish. Beautiful chapter. Especially after Chapter 2, which was, all in all, a big letdown. Chapter 3 has a lovely, funny story with beautiful scenes and perfect voice-acting (as always). I had to play this in one sitting, so enthralled with the story was I. Loved it.. Normally I would not write a review unless I gained something from it, but this needs to be said!

Note: I got this game in a Humble Bundle (and did not consider it to be a reason to get the bundle, so consider it as if I got it for free.

Pros:

- reasonably nice graphics (with settings you can change)
- can be played with a controller
- comes with multiple languages

Cons (starting with least annoying and finishing with critical):

- it is NOT a horror game (my heart rate increased only once during the entire gameplay, and only momentarily and very little)
- no key mapping
- average sound mechanics
- object clipping (ie when you stand close to a wall / tree / solid object and pan, you can see through the object)
- lack of introduction to the player or what the hell the game is about!
- annoying chasing monster position (when I died, the monster spawned near where I died, making running from it difficult in certain areas)
- the monster's looks are, for a lack of a better explanation, weak as♥♥♥♥♥♥ In my opinion, very little thought was put into this!
- horrible story / storyline (if you could say it had one). This was what made me feel that it was not a real (horror) game! The lack of any real storytelling / backstory and even the small amount of detail you get from the notes only serves to make this game a joke rather than a horror game. The ending was not thought out at all!
- having to go back to already explored areas with only 1 or 2 differences in your inventory each time only to progress to the same thing again in the next area
- and finally, the thing that narked me the most about this game: ...it is 100% nonsensical. Allow me to elaborate with a couple of examples:
 1. walk past multiple lamps, ignore them
 2. find a key to a house with a lamp in it, use THAT lamp
 1. walk past several chainsaws, ignore them
 2. Go back to previous location to find a specific chainsaw only used for that area
 1. find car keys in stupid place

2. use car keys to find randomly placed important object

For the love of pete, please, PLEASE tell me why anyone would walk past multiple useful items only to have to use specific ones later in the game and then discard them immediately after use!. Great game. But dont buy from steam as its to much,n buy it off♥♥♥♥♥like i did or wait for a sale. I find this game to be a quite enjoyfull game bit of relaxing and paying attention game and not many like this on pc and would love to see more updates on this game. It's also not a pay to win game which I like very much.

Park Bound 1.2.3 released:

Game. **Halloween Event and update 1.3.1 released:**

Halloween. **Park Bound 1.3.0 released:**

Update is required to play recently uploaded parks or with other players on 1.3.0. Players with older versions will be split into their own sectors.

Game. **Launching tomorrow, 1.4.7 & 1.4.8 released:**

Park Bound will be leaving Early Access and launching tomorrow at 17:00 GMT (11:00 AM CST). Thanks everyone who participated in Early Access. It has been great to play with you all in-game, see your screenshots/videos, and explore the community created parks. Hope to see you there on launch! Also, update 1.4.7 is released to include various editor fixes and improvements.

Game. **Park Bound 1.1.8 released:**

Game

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