TEOT - The End OF Tomorrow Download No Survey No Password



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# About This Game

**The End of Tomorrow** is a game that based on modern day not too far distance from the future. It is a story about small team that stranded in an area and trying to escape the a group of zombies and fly away to a safe place.

As everyone know war could change a person, where in this story everyone can experience the world that change with the players. It is a multipart story.

In this demo, player could experience as one of the character in the game first hand. We have made the game into a Virtual Reality, where player could go up close with the story, where player are actually part of the story itself. Its a short demo of 3 - 8 min gameplay depending on the level you choose.

We would like to invite players to experience the game and please do give us a feedback for the demo. This game is still in progress and it is just an alpha version, and there is many more improvement needed. Therefore we hope that you guys are the pro in game could give us some feedback and ideas that you would like to see in the game. However, we are ready to give out free keys to our supporters whomever like to give a try of our game and also for those who could not afford it. In return we hope you could help us to spread the words in whichever social media you have such as facebook, youtube, twitter or twitch.

It would be also be great for those who would like to try it first then support us later. We do need all the support we can get as an indie dev. We hope that we could have a chance to work on the second part which is much more exciting, where we could implement more weapons, variety of robots or creatures and interesting move using vive. Please do bear in mind it is still a beta, for those who buy it, it would be a great support to us to proceed further and we are very much grateful that you like our game and hope to see more from us.

In future version (Beta 2 - Around end January 2017) we will implement extras such as different weapon applicable, player could blow up the enemy head, player could interact with co-op AI, different level of difficulty - (at the moment we realize that beginner keep dropping the weapon) and other implementation and together with player feedback.

**IMPORTANT!!!!**
You would need HTC VIVE to play the game and minimum GTX980 graphics card to play the game. We are still optimizing the game, please do forgive as this is the initial release. In future version it would be playable in GTX970 which is the minimum requirement for HTC VIVE. For those who have lower version than GTX980 you can still try, its just the lagging and missing frame that you need to bear it.

A Brief Guide:
To start -
- Select the level you like and press the trigger twice
- Then select the language
- Lastly select "Enter Virtual Reality" to start the game

Weapon Guide:
- Hand gun
* Click the Grip to grab weapon
* Aim with the virtual red dot
* Pull trigger to fire

- Submachine Gun
* Press the Grip to grab weapon
* Aim with the virtual red dot
* Pull trigger to Fire bullet
* Use the other hand to pull the reload at the bottom to unlock the grenade launcher - need reloading each time fires

- Dagger
* Click the Grip to grab weapon
* Swing your weapon to kill

- Pouch
* There are 2 pouch on your side
* Left is to keep the Dagger
* Right is to keep the Hand gun or Submachine gun
* Can only carry 2 weapon at once

Easy
- To "Pick Up" weapon press "Grip button" once
- To "Release" weapon press "Grip button" once again
- To "Open Hatch" press and hold the "Grip button", twist and release
- To "Climb" press and hold the "Grip button" and pull down, grip one at a time. Once one grip is secure then release the other like climbing a actual ladder.

Normal and Hard
- To "Pick Up" weapon press "Grip button" and hold on
- To "Release" weapon release "Grip button"
- To "Open Hatch" press and hold the "Grip button", twist and release
- To "Climb" press and hold the "Grip button" and pull down, grip one at a time. Once one grip is secure then release the other like climbing a actual ladder.

Title: TEOT - The End OF Tomorrow
Genre: Action, Adventure, Casual, RPG, Simulation, Strategy, Early Access
Developer:
Edsenses Creative Co., Ltd
Publisher:
Edsenses Creative Co., Ltd
Release Date: 30 Sep, 2016

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7

**Processor:** Intel i5-4590

**Memory:** 8 GB RAM
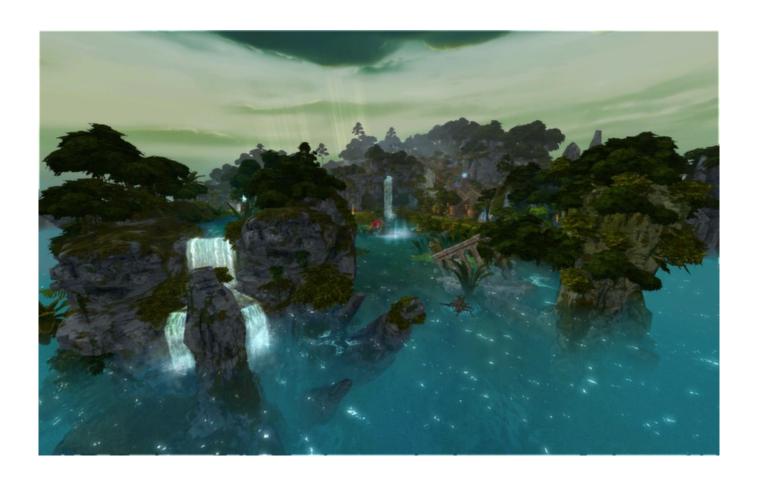
**Graphics:** NVIDIA GeForce GTX 970

**DirectX:** Version 11

**Storage:** 10 GB available space

**Sound Card:** Any


English,Simplified Chinese

teot the end of tomorrow

The money is well spent with this program. It's smooth, easy, intuitive and overall really a fulfilling experience. You're not required to install any third-party software and you're not required to add any mysterious drivers to your system, this application does everything without all of that. I have yet to encounter any problems whatsoever.

I can only recommend it.. you know i am going to beat this game and yes i will get the badge and when i die i will die of cardiac arrest thanks to you making this \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665game. This game is pretty good so far just waiting on more content to come out for the game but anyways I did a really good high quality video on this game for YouTube if anybody wants to see the game before they buy here's a link to the video https:\/\/www.youtube.com\/watch?v=_a6a54QeMuU or you can see it in the videos section on my steam profile! :). pretty good dlc, thought it was story mode. which was leaving me hanging wondering why it was different from ps3 verzion. i would recomend this. And i guarantee it will be worth your money worth. And if you say different and you purchased it. I AM NOT GIVING YOU YOUR MONEY BACK. Very cool game! :). Interesting concept on a clicker game - not very well executed. Clicker games are naturally addictive and this is anything but.
I forced myself to play an hours worth in hope prog would improve gameplay. We all know prog in clickers = repeat in same zone until achievement is unlocked. This didn't even make it that far.. achievements hunt only. If you have the first two, this brings the whole journey to a satisfying end. It has the most divergent story as well and does a very good job of bringing old choices into play.

Also, I got to sleep with Prodigal which was pretty neat. I guess she even had lingerie that matched her costume. I spent ~20 hours of my life on this trilogy so I'm just going to pretend that made it all worth while.. The majority of the content in this DLC is a nice addition. However, I'm giving it a thumbs down because I paid full price for it and completely regretted it seconds after trying out the drag race portion of it. The ridiculously slow loading times between each drag race, not to mention the lack of proper throttle control is just unforgivable. I mean, 60+ seconds of loading time on an SSD for each and every single time you want to retry a drag race because you screwed up on the initial start due to lack of proper throttle control... horrible.

Oh, and if that wsn't bad enough, ECU\/Carb tuning offers no profit increase whatsoever, and doesn't appear to be implemented for customer car repairs either. So what was the point of it other than showing off in a poorly implemented drag race?

Caravan Bullethell

Enemies come in big waves and with many different bullet hell patterns.
Shooting them down increases a bar that gives you two features: 1)Triggers a short bullet clearing wave when hit if you have enough bar 2) When full gives you access to some screen clearing/filling burst lazers (by pressing a button0 that turns enemies, and their bullets if they die, into medals. Based on how many of them you collect a secondary bar fills that activates at the end of the lazer clearing burst that allows you to get melee with opponents/stage structures for more medals and score for up to 4 seconds.
You also have a secondary weapon that gets replaced with completly different ones by pickups in stages (found 3 different ones).

Pros

Nice visuals
Nice adrenaline burst with the continuous waves of enemies and the ship's superweapon
Nice sound effects

Cons

Always starts windowed. Have to alt+enter each time.
Sometimes crackling audio sound artifact.
Doesn't launch with steam in offline mode.
Maybe the visuals are 720p. The absolute bare bones of an experience are here.

The shooting is alright. There are "power-up" weapons with limited ammo you pick up. They are okay, maybe even kinda cool. The movement feels slow, but that's mostly an issue when you are running around cleared rooms etc. During combat it works.

As you clear rooms, more enemies start appearing. A bit too many actually. You can get into a situation where there is a horde after you and unless you get lucky with a weapon drop, you're going to take a hit (because you can't kill them fast enough and there is no way to kite them).

That's it. The only additional mechanic is picking money to buy a chest for an item. I don't know the extent, but in my last run I got two chests. One had a map...the other just had blue tokens (that I believe are used to power items, that I didn't have). After you beat the boss, you get whisked to...a coming soon screen.

There isn't enough here, what is here is kinda boring, and there are bugs. Many of them are just visual, but they are distracting. Come on dev, I believe in you.. Love the game for sure, but very disappointed paying 37 EUR for a game, which crashes from time to time and dosn't have the basic things fixed.


At this stage, i wouldn't recommend buying it and would just like my money back :D. Is it worth ten dollars? Yes, but I would wait for a sale? Also yes. This game has a lot of ways to achieve your goals but only the 5,  maybe 6 , girls to date but in the end you can only choose one and they all go through similar trees. There aren't many dialogue choices but rather choices of what to do with your time. This smaller pool of choices lead to a railroaded adventure but at the time that dawns on you there is plenty going on with the plot. Not going to talk much on the plot but it was a fun one with a slow build up. All in all good game that goes with more time management then typical dating sims and a nice indie game vibe to it. Miyu best girl.
. This is a solid one. The dev is still active and the recent update allows you to play to the end and adds 6 bosses. I love it. I'm really looking forward to it being finished. A game worth supporting.. The game is buggy. I stucked in 3rd location because after inspecting one area I cannot do it again and take the object necessary to proceed. Wasted money

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