
Verzaken! VR Adventure Download 13gb



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About This Game

"You awaken in a strange place, empty of any noticeably intelligent life. Surrounded by zombie robots, aimless and chaotic. The world around you seems to be an endless string of "islands" floating in a void. Fight your way through the unique procedurally generated levels, collect valuable artifacts and try to find a way to that distant tower in hopes of finding a way out of the chaos."

Verzaken! is the first full game from American indie game development company, interFusion Games (based in Michigan, USA).

Verzaken! is now a full-blown room scale VR game with motion controls! The way it was truly meant to be played...!

Verzaken! is a 3D action adventure set in a mysterious world. Guide your nameless, amnesiac protagonist through island after island, each unique, each one in a million spread amongst the Void. Face off against an enigmatic enemy, as you seek to discover what drives them, what they did to this world and it's people, and how you fit into the picture....

- Lite RPG elements, upgrade your stats as you level up!
- Procedurally-generated overworld
- **800+ randomized weapon variations! 10+ unique weapon types!**

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- Collect artifacts, unlock secrets!
 - Dozens of enemy variations!
 - Unique storyline with multiple endings!
 - **Did we mention ZOMBIE ROBOTS!?**
 - 6 dungeon levels!
 - *Secrets, surprises, and nerd-only inside jokes!*
 - 2 unique playmodes!
 - Original soundtrack!

Remember the dawning of the age of 3D gaming? When 16-bit consoles were starting to age, and the world was itching for 3D and excited for the possibilities that 3D graphics would bring? The graphical style of Verzaken! will bring back that retro-3d optimism, that 32-bit enthusiasm... Now take that retro-32 bit graphical style and imagine what an 8-bit action adventure would be like, forcibly evolved to early 32-bit glory...and you have "VERZAKEN!"

The 1990s came and went, and the 32 and 64 bit consoles with them. If you want to re-experience the early days of 3D, 32-bit retro deliciousness..... Verzaken! is for you.

Verzaken! features two play modes. In Classic mode, you play through 30 levels, will encounter 3 boss fights and are given a save option. In this story-driven "campaign" mode, you will uncover the mystery of who you are, and more importantly where you are, as you stand against legions of Zombie Robots and unlock one of multiple endings.

In Arcade mode, you will advance through infinite levels, fighting off "waves" of enemies that become increasingly more numerous and more difficult with each level. Arcade mode features permadeath and a score system. Both modes feature melee style combat, tons of loot and limited elements of puzzle solving.

Verzaken! takes advantage of procedural generation of levels, enemies and weapons, making each playthrough a truly unique experience.

How to describe Verzaken!?

"VERZAKEN!" could be described as a 3D rogue-like action adventure with infinite possibilities.

It could be described as the lonely journey of a mysterious character, lost and isolated in an endless world seemingly without meaning or logic.

It could possibly be described as an attempt to bring 2d classic action-adventures into the 3rd dimension while adding inspiration from roguelites as well as treasure-hunting and collecting elements.

It's art style could even be described as a love-letter to the 32 and 64-bit era of gaming.

It could be described in those ways, but describing it in any of those ways would be limiting ourselves!

Whether you play Classic Mode to get a grip on the enigmatic background of the unseen character and this mysterious, endless world and try to witness all endings... or if you prefer to fight your way through wave after wave of mindless "zombie robots" to

see how far you can make it and how long you can survive, collecting infinitely variable loot along the way.... we hope you'll be equally surprised and entertained by "VERZAKEN!".

Title: Verzaken! VR Adventure
Genre: Action, Adventure, Casual, Indie, RPG
Developer:
interFusion Games LLC
Publisher:
interFusion Games LLC
Release Date: 6 Nov, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Any Intel or AMD processor

Memory: 8 GB RAM

Graphics: any DirectX11 compatible, including integrated (Intel HD 4400+)(for Pancake Mode)

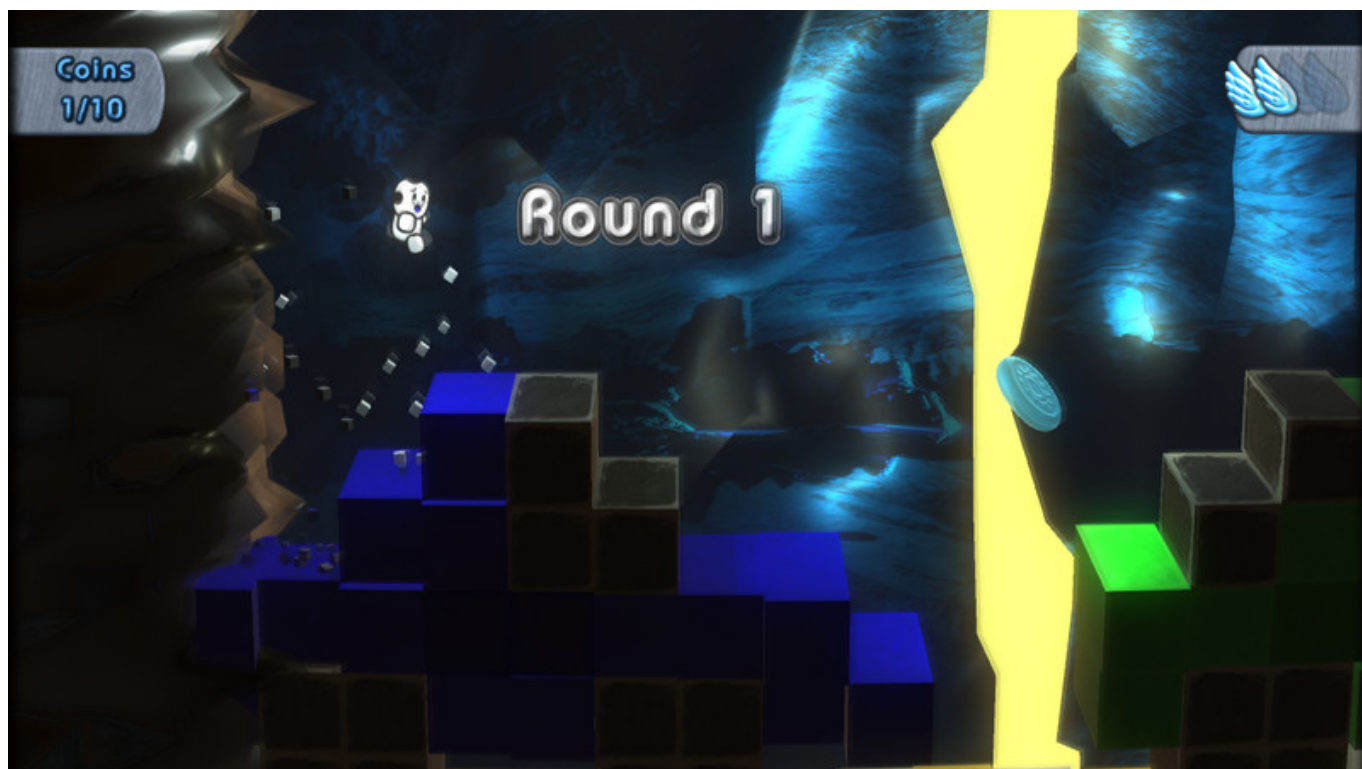
DirectX: Version 11

Storage: 2 GB available space

English,German,Russian,Simplified Chinese







Even though not as popular like Diablo 2 or Sacred, this game also offers a good hack and slash RPG experience, there are tons of options for character customization, the story is good and can be played from many perspectives (factions), which also boosts replayability. Those who love the hack'n slash RPG genre should definitely give this a try.. This is a short, fun puzzle game. Reminds me of Machinarium. The Steam achievements are fun but as I mentioned it's very short. Took me around 5 hours to beat my first time playing. I played it a second time to get some Steam achievements and it only took an hour. Overall it's worth the 2.50 I paid, probably worth 4.99, but I don't know that I'd pay the full 9.99 for it.. 2.99 for more music by Flybino and a minor faction?

ing steal.. Well-made levels, just wish they were packaged as an episode for Doom 2 rather than as a series of WADs that you have to launch individually.. Totally recommend it! The game can be played alone with the computer playing the waiter or with a friend, and this is where the fun really begins!

If you think you can multi-task in your real life, then wait until you try to make 2 x #2, 1 x #4 and 2x #6...hum wait, was it 1x #2 and 2x #1 ? And there you go, a customer just left. Finally received the #4, go deliver it to the customer, and he refuses it because there's cheese missing! Return to the cook, redo the burger real quick, get back to the oh... the customer left!!

Developers are listening to the community, and make quick path on bugs found.

This game shows what can bring the new VR experience and along with friends playing with you instead of waiting their turn!

. This feels like a new spin on a classic SHMUPS. making it more of a puzzle game and adding that third dimension. plus this sound track keeps sucking me back into this game. I recommend using a controller since you cannot remap the keyboard and mouse in game.. Doesn't include all dlc. I first played this game through some bad circumstances but loved the game and bought it. Great casual game that my girlfriend and I loved to play: simple but with room to grow. I ended up getting too good though and we stopped playing. Definitely worth the money considering I have probably played 15 hours.. Cool uniforms, and decent loadouts.. It was fun till the second month. Now the game crashes randomly... when I open a chest or a door. When I run over the fields. When I fight against monsters... It's frustrating. I hope they fix the game, cause it's really fun to play :(

Best game ever , loved this game very much .

Highly recommended

. *Truth: Disorder* is a short (~30 min) visual novel with just one choice at the end of the game.

Backgrounds, sprites are fine, nothing exciting for me personally but pretty enough. I disliked music completely, had to set it as quiet as possible. But maybe it's just me, I rarely like soundtrack in games.

And I guess that's all what I can say about it in a more or less positive way. Now let me explain why I don't recommend it.

I've never seen text in such condition O_O It looks like the devs\translator\proofreader(?) had some serious problem with space on their keyboard. Practically each sentence has either typed together words or an extra space where it shouldn't be. It looks weird and soon becomes very annoying. I seriously can't understand such devil-may-care attitude. I've seen games with much worse mistakes and too many typos. But here, is it really so difficult to fix it?! Though of course space problem is not the only issue with the language, just the most eye-catching.

I started this VN because I accepted recently released Truth: Disorder III--Gemini. Maybe I'm the only one who starts with the previous parts but shouldn't you fix the first game before releasing the next parts. I do hope the next third game is of better quality. Maybe you think I nitpick and pay too much attention to the translation quality but it's a real ordeal to read through the text in such condition. It's stated on the store page that the game has English, Russian and Simplified Chinese languages but there's nothing in settings, just English. Maybe playing it in Russian would be more pleasant but if you release the product with the main English language, you should provide the necessary quality. In credits I actually saw devs thank their proofreader, well in this case I can only feel sorry for their unquality work. I'd recommend to use more beta testers. Though I don't even know how one person could miss so many obvious issues. The text is just unreadable.

<https://steamcommunity.com/sharedfiles/filedetails/?id=1732703081>

But you know, it's not even the worst thing about this novel. At first the story is too monotonous but ok it could actually be explained by the plot. But when the game unexpectedly ended, my jaw dropped. Wtf was that?! Any answers, please? Any explanation? After a drab beginning I was really interested to learn the truth but at the end of the game we just get \u201cYeah, I remember now!\u201d Wtf do you remember, dude?! Btw I don't know their gender but I imagined MC as a boy. Why was he deceived? What disorder? What medicine? Who is that girl? Who is actually everyone in that game? That's just some kind of mockery! I love open-ended games, books, films. When there's some space for imagination, but that's too far. Absolutely NOTHING is said. The idea could be interesting, the story became gripping at some point but that's the most terrible implementation I have ever seen. I always feel sorry when I have to write a negative review. But it's the first time when I'm not. I can even forgive the awful translation if you really hired a native proofreader, maybe it's not the dev's fault but wtf is wrong with the story or should I better say with complete absence of it?!

So, the game may be recommended for achievement hunters as it's not expensive. That's all. No stunning art or immersive story. Utter disappointment.

P.S. There're two more parts of Truth: Disorder ahead. Maybe I'm just dumb and everything is going to be explained in next games. And if the English version will be fixed I'll be more than happy to apologize for harsh words and change my review and a curator recommendation. For now.... I absolutely love this game, never owned the original Dreamcast game but I'm glad I could pick up this classic game today.

It has everything that made games from the late 90's and early 2000's amazing:

- Amazing OST.

- Fun and Simple gameplay.

- Stylish setting and artstyle

and many characters to choose from.

Also a 2P mode that seems to be 1P mode but with another player (haven't tested it yet) but that is amazing and I wish more games did this.

Summary: Amazing game if you're into classic games, racers, futuristic games pick it up. =) I am glad that I did atleast.. Amazing local-multiplayer-arcade-space shooter! This game has a lot of potential!

It would be nice to have:

-More ships (only 12?)

-More skins

-New colours (Like Red, Pink, Green, Electric blue, etc.)

-A Flamethrower Power-Up would be nice...

-New gamemodes (I have some down...)

-Online multyplayer

-New maps

-Steam Workshop (for maps, ships, skins...)

My Gamemodes:

-Arena: You have 5 waves to complete, every wave there are 2 ships that you need to destroy (also this isn't with themes it's Free for All)

-Team Arena: The same, but with teams (the 2 opponents are also in teams)

-Colour Change: Team only, every killed enemy changes teams.

-Power-Up: You can use only Powers-Ups!

-Team Power-Up

-Team Free Play!: Good stuff, got immersed in the story and anime tiddies are pretty good. I do kinda wish it had more content though (coughcough more pictures in the extras menu). The price is fukn amazing tho.

10/10 would ♥♥♥♥ an xbox again

P.S. episode 2 release date?. Gevaudan is another low effort page hunting game this time with lamp posts instead of pages and a werewolf instead of a knockoff slenderman. The game's main enemy is buggy and can make line of sight with you through terrain creating a lot of cheap deaths and wasting a lot of time. The edges of the map are not finished and as such you can simply walk off the edge of the earth

TLDR :Another low effort slenderlike

See for yourself:<https://www.youtube.com/watch?v=4lQ9HReHC7k>

. Really fun game. Do not play if you have diarrhea. The game is about you having a crush on a girl from your high school and chatting with her.

The game puts you in 3 years of the character's life where he chats with his crush Emily.

It's kind of fun. You say something, then she replies, then you have to reply and it goes on.

Each time you have to reply, you will have three choices of what to say. So you have a few options and it won't be like watching a premade tv show.

Picking what to say is not all you have to do. You have to type it too. Well, not quite by yourself. There is a premade sentence for each choice. When you start hitting your keyboard buttons and try to type something, the letters began to be placed one by one. So you can either try to guess what your reply choice will say and try to type that, or simply just spam one button until the sentence is complete. Whichever type you are.

It's kinda fun but also saddening and stuff. Just like a real crush. If you don't want to go through the pain of having a crush on someone, don't play this. If you do want to, then play it. It only took me 0.9 hours to finish it (I started button spamming in the second half of the game). 0.9 hours isn't very much so you won't lose anything. Specially since it's free to play.

If you're a guy, you can play this. If you're a girl, I don't see the point. If you're a lesbian girl, yeah play and have fun.

If you're a shemale, well then I'll be confused to advise whether to play or not so it's up to you. Heheh, just kidding.

I'd give the game 7/10 I think. Made me relive some bad memories of when I had a crush on a girl and f**k did that hurt!

---Spoiler---Read at your own risk---

No matter what choices you make, how you behave and what personality you will have, you will end up with one ending. I tried it myself.

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