
Contagion VR: Outbreak Download] [key Serial]



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About This Game

Contagion VR: Outbreak is a first-person shooter built from the ground up exclusively for VR. Fully immerse yourself in a world initially familiar to you, and witness it's transformation into something much darker as it rapidly changes right before your eyes.

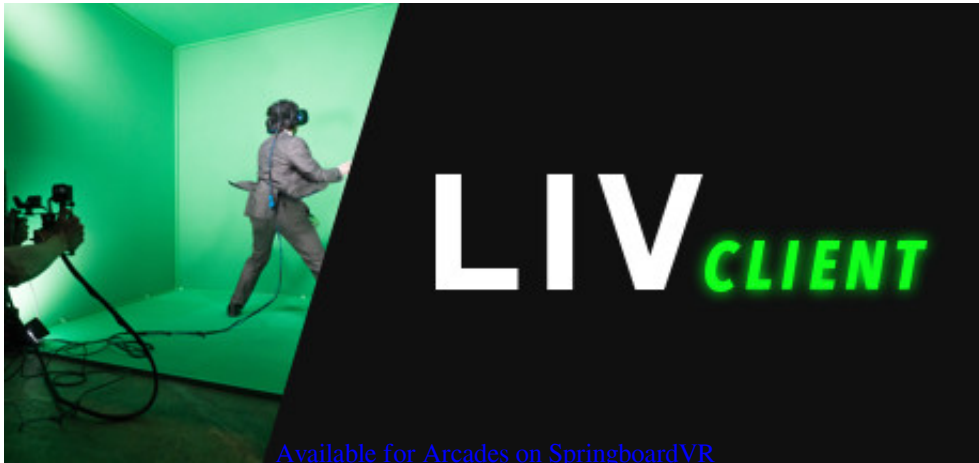
Assume the role of one of our many characters and experience their stories first hand that would shape them in the mold of who they would eventually become. The end of the world as we know it is filled with horrors the likes of which were never fathomed, but in all the darkness lies a beacon of light, tales of heroism and sacrifices made so others could carry on. Explore highly detailed environments, search for scarce resources and see if you've got what it takes to survive a zombie apocalypse!

We've painstakingly developed every element from the ground up for HTC Vive, Oculus and Windows MR, Contagion VR: Outbreak drops you in the middle of the zombie apocalypse. Fight alone in our single player story driven mode and experience each characters past!

- VR driven game-play mechanics: Perform physical actions true to life that immerse players deep inside the world of Contagion.
- Single player campaign
- Free Roam mode, where you can collect resources and craft new items while taking out zombies at your leisure!

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- Head down to the basement of the apartment in Free Roam to craft and test out weapons in the Firing Range.
 - Various weapons to help you keep the tide in your favor against the horde!

Try out the game before you buy! Hit that green *DOWNLOAD DEMO* button up top and let us know what you think so far!



Title: Contagion VR: Outbreak
Genre: Action, Adventure, Indie, Simulation, Early Access
Developer:
Monochrome, Inc
Publisher:
Monochrome, Inc
Release Date: 29 Jun, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel™ Core™ i5-4590 or AMD FX™ 8350, equivalent or better

Memory: 8 GB RAM

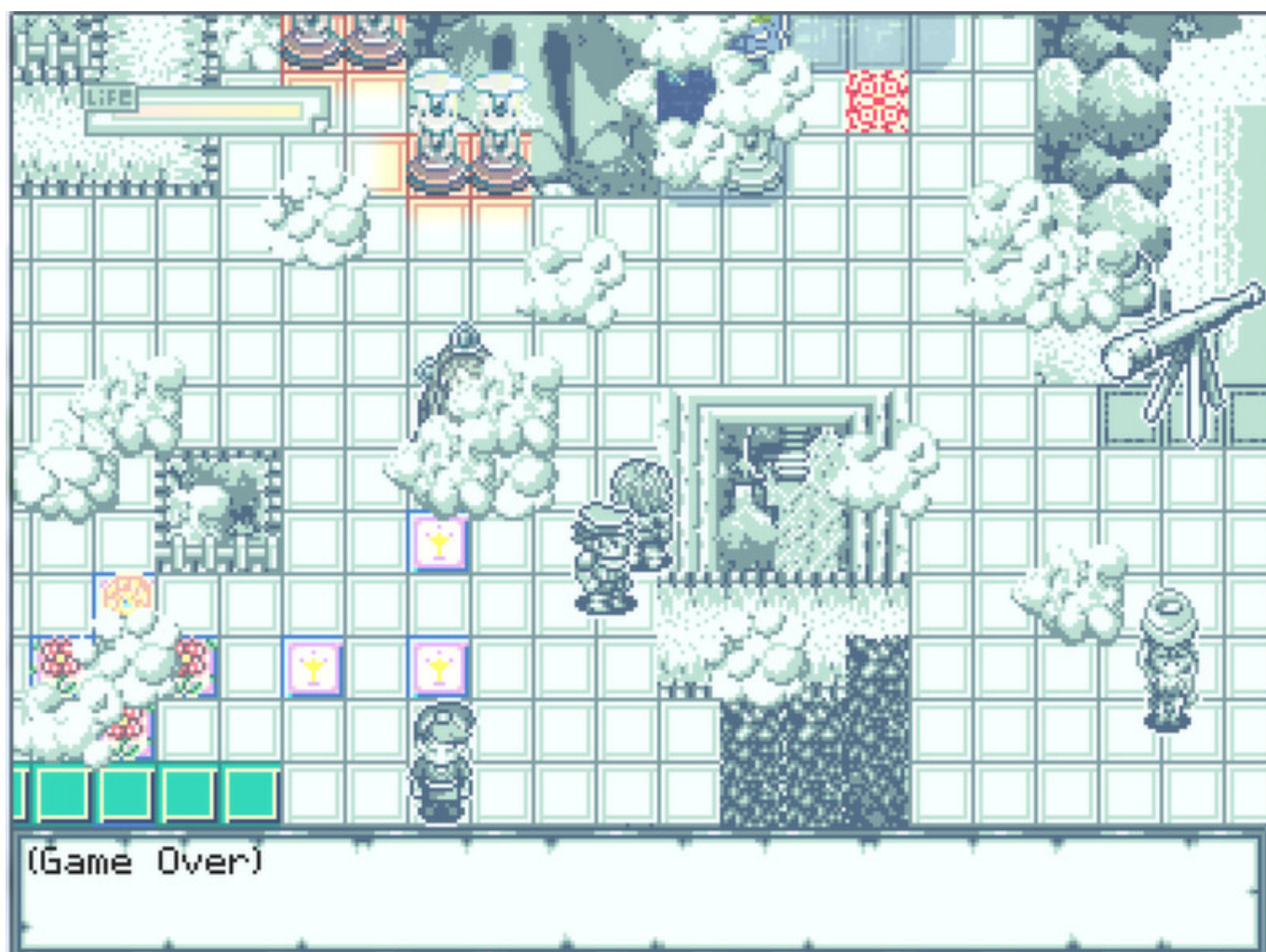
Graphics: NVIDIA GeForce™ GTX 970 or AMD Radeon™ RX 290X, equivalent or better.

Network: Broadband Internet connection

Storage: 15 GB available space

English,French,German,Japanese,Russian,Simplified Chinese,Traditional Chinese







I have never felt even the slightest remorse in uprooting a flower in its greatest freshness, and removing its petals, one by one, till there is none left. But now, just running my hands over its stem and caressing its petals makes me shiver very intensely and lose strength, and just having a look at her stigma and style make me feel madly excited. 🌻



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Updated review

I have to commend the dev for rolling out these updates quickly. I liked the the game when it first came out, but now that it has been updated it is much better. I do notice that the enemies don't teleport as quickly as before making it easier to handle them along with the new main weapon. The new UI interaction notification thing really helps to understand what each of the machines do. The meteorite search machine is much better that it is shorter as it wasn't intuitive to look up to see what it does, now you can easily see the direction of meteorite. The new animation of the main character, and the totally different main weapon feels much better. There is no more pistol like in the preview, but kind of like a semi automatic rifle now. It has a nice weight to it. Overall I think there were more changes but I can't list them all off the top of my head, but now the game feels much more polished.

old review

{I think I am starting to get the hang of this game. I found the "encounter" with the enemies to be challenging, and they can be a bit scary as your radar only picks meteorite or memory fragments, they can be creepy especially when they pop out of the shadows. I like the concept and direction of the game so I'd recommend to those that like challenges. I get satisfaction from figuring out how to survive.}. This was hilariously bizarre in the best possible way. This game is the exact opposite of what Spec Ops: The Line was trying to do, and the results are just fantastic.

Here are a few sample activities you will experience while playing Alpha Zylon:

- being chased by a Hummer only for it to blow up after you run for so long
- attacking hostages to free them from captivity
- witness the death of your commanding officer, only to see him perfectly fine 2 episodes later
- blow up a bridge in a desolate Brazilian village for no reason
- become a rooftop crime fighting vigilante while rich white people give you health packs (I cannot make this crap up)
- beat on notorious gang member "12 Cent's" new car with a baseball bat until it blows up
- live through an onslaught of gang members and hummers in a first person shooting segment (I had a Hummer climb over the wall and fall on me more than once. The first time was admittedly pretty amusing.)

And yes, that is only a few of the activities you will experience. I actually recommend playing this once, just to question what the devs were thinking when they made this game. It's a memorable experience, to say in the least.

And yes, I did beat it, dear God.. It has been a very, very, very long time since I read a Visual Novel I genuinely loved. This is one of them. Perhaps the only criticism I have for this VN is that there were seven or so CGs that were played in the ending credits, where I would've very, very much liked to see fleshed out. Other than that, this VN trilogy is about next to perfect. A beautiful, beautiful story.. **DO NOT BUY THIS GAME UNLESS YOU HATE YOURSELF**

First off the negatives.

My car (with a reliability trait) is lucky to make it through the race, 36 races in the season and my car finished 3 of them.

The field of drivers\crew chiefs to choose from are all terrible, if I do finish the race it will be in 30th or worse.

Any car I R&D is much better than starting cars but still can't hang with the rest of the field and the cars dont progress stats.

Sound is waaaaaaay too loud and is either on or off.

Can't modify car in any way, no parts, paint or decals.

Sponsors offer nothing but money, which is really only good for car repairs since my car is broke after every race.

Hire 4 drives and own 2 cars but can only run one of each per race.

Where do drivers and crew chiefs go after you cut them? what happens when there is no more?

Many more negatives but dont care to go on, game says I have 25 hours played.... I left it open for almost a full day.... I have never reviewed a game on steam but I felt like I had to on this one just to save someones money and sanity.

Positives.

I can play multiple seasons.

Thats about it.

I will keep this game in my library in hopes of months from now it become a real game and I can play it since I really like the concept, just wish it wasn't made by a 15 year old in 1996 that just learned how to make a website.. This is directed to the kid i was playing with a week ago, I hope that the tornado near your home passed and your family is safe. The software is good (and free, so try it before you get any DLC's)

The main reason I'm doing this review is because I HATE people B****ing about "How many DLC's there are"... NOBODY IS FORCING YOU TO BUY THEM!

This company's goal is to keep providing content (and to get paid for it)... What's so wrong with that? They can either keep releasing DLC's or they can make it a subscription model (I HATE subscription model software, but am happy to pay for DLC's I want).

I personally wish they were still releasing DLC's because I LOVE the portrait one and I wish I could get some more of those (Maybe they are still planning on it? but I think the last DLC was put out Dec 2017).

I own, and like all of the DLC's, but this software might not be for everyone.

If anybody from Overhead Games reads this, I want you to know that not everyone are A**holes about DLC's and I'm happy to keep paying for great content if you're willing to keep making it.. wish they add more formats and rigging option/pose option to the menu. Its okay for the use of seeing most of the pc characters in 3d. However most models i try to view come in messed up or no texture at all.. Great little game!

Bought this because it was on sale and figured I'd play an hour and get bored and return it.

Nope. Addicted and playing hours at a time until I finished the main stories. Thankfully there's still extra modes and more content too. Def worth checking out.. No atmosphere, dry and shallow dialogues, game breaking bugs, a camera that's uncomfortable at best - nope. Can't recommend this game, sry.. I was on the fence; if you want to buy this, you already know what you're getting into: gameplay wise, it's just visual novelish- replaying scenes to pick all the choices and see all the routes that will give you funné videos. As for the advice, half the time you'd have to be autistic to not know the correct choice, 40% is too obvious to warrant analysis or else debatably wrong, maybe 10% of the time has a genuine tip you might not have thought of.

So what pushed me over the fence to thumbs down is that there seems to be an ad. Up to that point, he had a lot of references and his friends appearing in the game, but no actual endorsements, until the second to last level: you cannot progress unless you agree to have the character purchase some sort of premium version of an app that he shills if you try to say no. I saw it so that you don't have to hehe.. This game is just down right creepy! At least to me. But I am a big chicken when it comes to horror games. I really like God's Basement because it is the tension of what you cannot see..until see it! Then its just disturbing! I have only just scratched the surface of the game but I played the demo a few months ago and when I saw it was out full release I had to get it. It does get a little tedious sometimes because you have to go back and forth until something changes or a door becomes open, which normally I am down for and I see why they claim to be PT inspired. But sometimes it felt like I was running back and forth from a locked door, down a hallway and back with nothing happening until for no reason the door I was originally trying is open. Other then that it is a really good spooky game, especially for the time of year. I started a lets play series if you want to check it out. Like I said I have only just started the full version but will be doing more in time!

https://www.youtube.com/watch?v=SxxAYUDZ8_A. addictive game.. Honestly, the graphical errors and such are things that I expected when playing an old games. There were many times where strange overlaps would occur and break the game, so I had to reopen-- even after adjusting the resolution and other display settings as seen recommended in forums. If you play this, for the love of god, **save often**.

I should clarify I'm a huge fan of Sherlock Holmes in literature. Some of the games definitely deliver in this category. My favorite remains Crimes & Punishments, which is both intuitive in control and camera as well as plot development, but still challenging and intriguing. I've trudged through some of the older games, but this one is probably one of my least favorite.

Pros:

- Still the pompous Sherlock you'll find in all games. However, this lacks the charm of his absolute lack of self-preservation that other games will happily highlight for you-- imo, one of his bigger charms.
- Banter between him and the cops is troll as always.
- Overlooking random visual glitches, the cutscenes aren't so bad for a 14 year old game.

Cons:

- Navigation is a headache, a trait of old clickers, unfortunately. A map is provided for some locations, but there is no indication of your own position in it, and the whirling camera angles make it pretty hard to deduce on your own.
- There is a lot of being tugged around in many directions, without a lot of evidence that ever begins to lean somewhere. A lot of useless filler information.
- Some of the puzzles genuinely made me curse aloud. Not because of difficulty, but because of genuine absurdity. If the overwhelming portion of players for your game admit to relying on a walkthrough, the issue is with the design, not the player. Puzzles should provide some level of intuitive hint or structure.
- Simple actions are made complicated due to literally no explanation or reason. I spent three minutes trying to stick something in g*ddamn water because it is not expressed to you that you need to heat the water first. I would never guess I have to heat water up to put soap in it. WHY, lmao?

-
- Progression makes no sense and involves a lot of redundant pathing. You can literally be the only person navigating a location, but after finding one clue, all the sudden like 6 more objects that are very visually obvious appear, rather than having existing objects gain meaning. What? How does that make sense at all? Who is walking around dropping things while you sift through papers?
 - Minor complaint that visuals will de-sync, and certain voice actors are 3x louder than others.

All-in-all, there's definitely a better detective-style game out there.. I can only say that this is what I have been waiting for (without knowing :)). The base game itself is really interesting, but you always have to compete against someone. With this DLC you compete yourself. How smart are you really? I have only played for a short time, but so far I'm not that smart myself. If you like economy and puzzles this is for you.. Oh boy, I'm here from the dev-created frontpage thread on Reddit.... I'm controversial about this game.

PROS:

- Great music choice;
- Quite an unique game;
- Mostly skilled based, little RNG;
- Game modes are fun.

CONS:

- VERY weird controls, jumping to the mouse, as an example, is not properly explained;
- Combat feels... weird. Maybe it is an rng part, but getting kills or getting killed feels pretty odd in this game, same reason why I find that jumping = attack is weird. Would be better for the game to seperate it (and maybe disallow attacking while jumping);
- Maps are odd. Its 2.5D, you can move up/down, left/right and also front/back but on a game like this, it feels weird;
- Few maps so far, can feel repetitive pretty fast.

Overall i'd give this game a 4.7/10, has done some things right but needs a fundamental overhaul of the control and combat system, more maps are needed then it could easily turn into a 7.

Update 1.313 Available Now!:

This is an important update. We've added the Boeing 777, the MD-11 and the MD-80 to our fleet. Graphics are now much crisper than before, and the game has been given an overall tidy-up. We've redesigned the aircraft data tag layout to give you all necessary information at a single glance. Plus we've corrected some major bugs, including the "circling aircraft" issue.



. Update #1 - Small patch:

Just a quick update to fix some initial issues.

- Have moved popup panels up just enough so that someone running 1280x768 resolution can click the buttons on them during the tutorial. People using even lower resolutions than that may still have issues though.
- Added in some extra stuff to ensure there is always someone to hire during the tutorial.
- Changes to the resolution selection menu. Should work better now.
- Changed the compression of some textures and audio, this should help with load speed.
- Fixed an issue that was causing never ending loading in some cases. Loading should happen as normal now, but it can take a minute or two.
- Some changes to the collision and other things on the basic house
- I fixed some floating benches

You should see this patch within an hour or so.. **R87 Incoming! (11/02/15):**

R87 is here! (November 02, 2015)

Our next Epic 5-Star, Jean Grey (Phoenix) is coming soon!

What's New...

- Command Points feature on the way.
- Heroic PVE with Dark Avengers.

What's Better...

- New Victory Screen!
- The "Train" button now easier to press in the Character Select Screen.
- Star-Lord's Ability, Sleight of Hand, can now target Cosmic tiles.
- Doctor Octopus no longer able to drain AP from an opponent that doesn't have any AP.
- Fixed a bug where Silver Surfer Team-Ups did not show the correct level..

Network Issues:

I am so sorry to say, that the online mode is not working properly. If you are playing with a low ping, you will properly notice it. I am trying hard to fix this as soon as possible. I hope to release an update in the next few days..

Now Available: Dockable Charts!:



[pbs.twimg.com]

(Larger version available [here](#)[pbs.twimg.com])

Good news, everyone!

For some time now, Aven Colony has included a Statistics tab to allow you to view various types of data relevant to your colony -- resource quantities (water, nanites, ration packs, etc), morale factors (crime, crowding, unemployment, etc), and other relevant data (unemployment %, total population, power supply and demand, etc). All of these are available in charts that allow you to see how that data changed over time.

The Statistics dialog is incredibly useful for mastering your colony, and over the last 6 months, we've added support to a number of the notifications in the game to automatically show data relevant to that notification in the Statistics dialog.

We also recently added a feature to allow you to "scrub" the stats timeline using the mouse cursor:

<http://steamcommunity.com/games/484900/announcements/detail/1262543429191110582>

Now, we've gone even further, and added support for dragging the charts and the currently-selected data anywhere onto the screen, so you can keep the data you care about visible at all times.

Take a close look at the first screenshot above, taken a few sols into the campaign Azara Falls mission. Here we see the amount of food per colonist represented in green, with total colonists in blue. You can see the food quantity gradually falling over time, but bumped up occasionally by accepting quest rewards and receiving food shipments from the Colony Ship via my trade hub.

Here's another shot:



[pbs.twimg.com]

(Larger version available [here](#)[pbs.twimg.com])

You can also close these individually, so that if you only care about the data and not the chart (or vice versa), you can turn off the ones you don't need to see.

As this feature requires a mouse and keyboard, it will be available only in the PC version of Aven Colony at launch.

This feature is now available in-game as of Aven Colony beta version 0.1.18635

Paul. Friday Update 01 - Demo Stats and Unreal Fest Europe.:

Hey everyone!

First of all, a big thanks to everyone that wish-listed the game on Steam and played our demo. Big shout out to those who filled in the survey! <http://tiny.cc/AronDemoSurvey>

It finally happened, I think I stumbled onto a format that could help me share info on development with everyone! With that said I introduce the first of hopefully plenty Friday Updates.

This week I talk about the last two weeks, the numbers and stats of our demo release and I talk quickly about future Friday updates and our time in Prague at Unreal Fest Europe.

Not a lot of gameplay, but I hope you guys get to enjoy this development update!

Thanks again everyone, your kind words and support are incredibly for us to see!

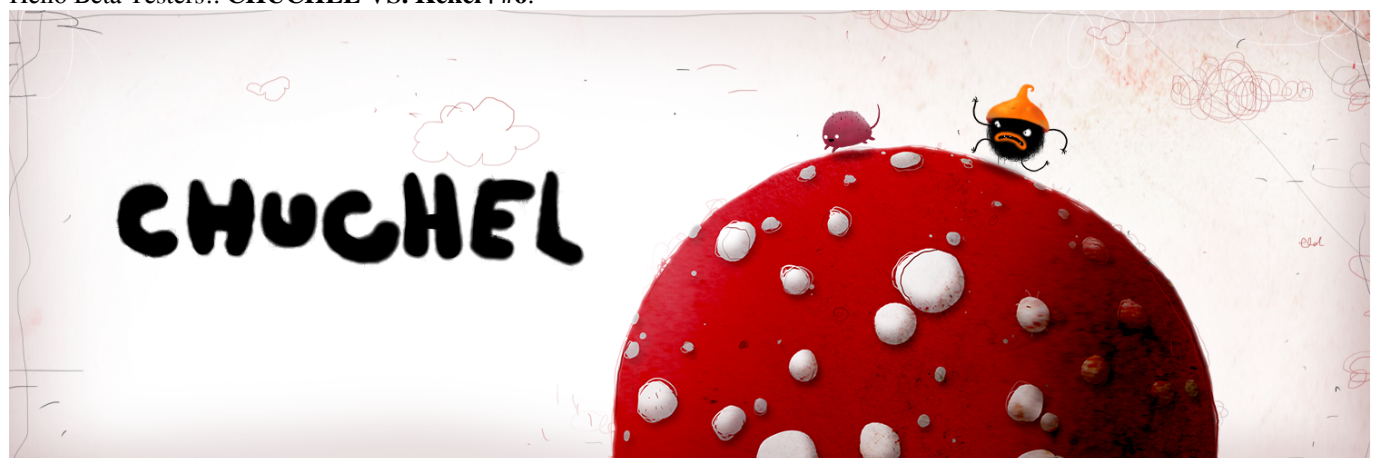
-Tim & Tom 🤪

<https://youtu.be/4mc6OvN3KUg>. **What changes will happen in the next version(Beta 0.7):**

This version will be released in late may or early June. It will be added artificial intelligence, you can play not only online but also offline. Just change the ability of the flyer. Monsters will become stronger. When you press Escape you will not be thrown into the main menu, you can easily customize the game without leaving the room.. **Open Beta Update 1.5.1.11176:**



Hello Beta Testers!. **CHUCHEL VS. Kekel | #6:**



(🔗👁️👂👃)

Monday seems to be the best day of the entire week. Kids just can't wait to get back to school and adults are finally back to

work after a few days off. Most importantly though, it's the day Chuchel brings you a new silly GIF!

This one is all about the seemingly never-ending fight for the cherry between Chuchel and his pet / buddy / rival Kekel. You already know this rivalry a huge part of the game's story, however there's one other guy who keeps stealing the sweet red fruit. We'll keep that a secret for now...

Place your bets now!

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