
Contagion VR: Outbreak Download] [hacked]



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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.

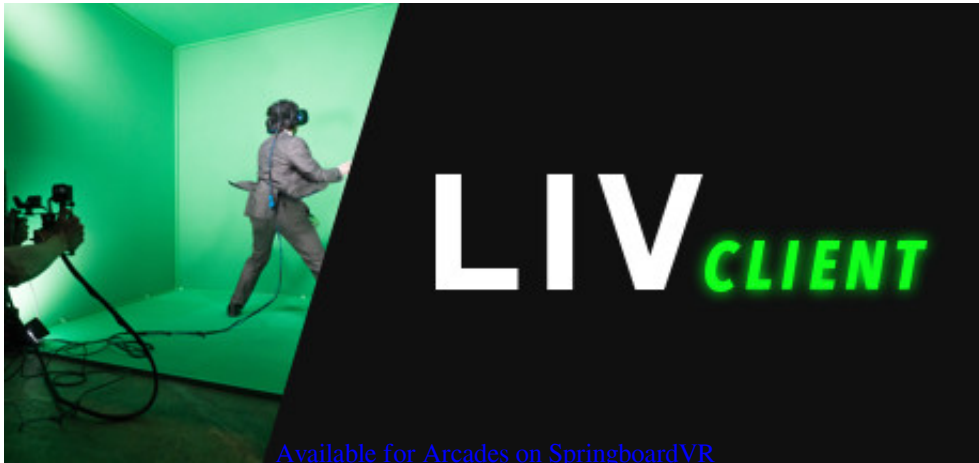
Assume the role of one of our many characters and experience their stories first hand that would shape them in the mold of who they would eventually become. The end of the world as we know it is filled with horrors the likes of which were never fathomed, but in all the darkness lies a beacon of light, 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

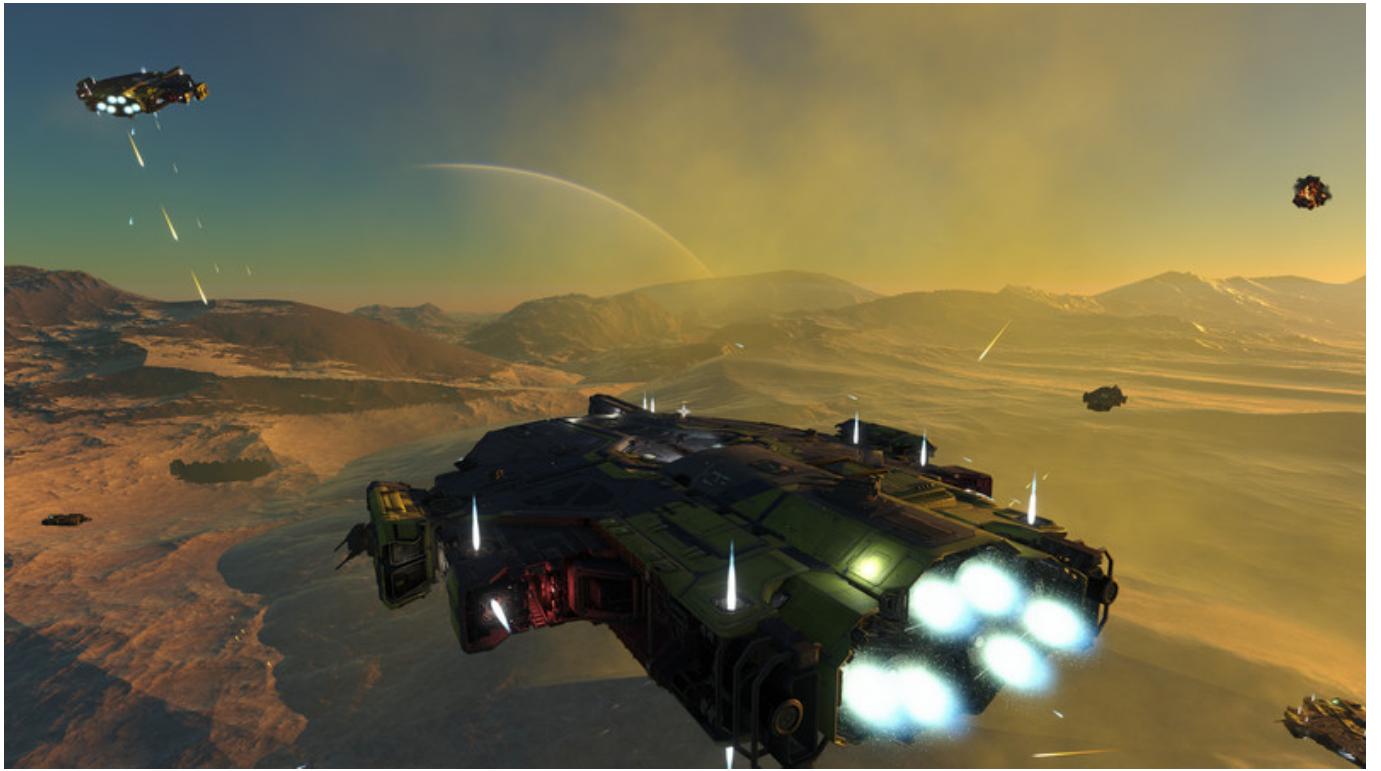
English,French,German,Japanese,Russian,Simplified Chinese,Traditional Chinese

Timer: 47.53

Time to Win: Over 9999

Reload Level - «R»







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It's a good'un. I wish it focused on human enemies (many weapon skills are useless on demons), and less complicated upgrade system for weapons. I also DO NOT like the distracting ki spark system at all, which is necessary to master in order to quickly regain stamina. That said, it looks and plays great and there's a ton of weapons and armor, and several unique fighting styles.. Gotta admit this game is hilarious fun. Frustrating sometimes, but most of the time it is a good time that is very enjoyable. Surprised there are no 'real bowling games' on steam though. Found this game cuz nothing else out there in the bowling genre. Odd.

One last thing - even though this game is Zombie Bowling, it is fun year-round. But during October (Halloween), it is special fun.

. Unique game. Fairly simple, important concepts are introduced at a pace nearly anyone can pick up. Very good for fans of casual strategy, provides a decent but not overwhelming challenge. Worth the price.. I've loved this game ever since I was 8 Years old, i've played it since and the magic in it is what I Remember. If you have kids or want to play a really crafty game with all kinds of things to do: I recomend this any day.

Note: Worth it but if you're not able to let your kids see Death even if it isn't Grusome, then don't let them play this cause a lot of the time you need to Kill to Eat (Unless vegan), and a lot of the Animals are Weird but so cute ;-). Great bugman simulator

I really feel like a war criminal running from an oppressive ancap martian government. I always sail Rozenburg Accros padstow,. The second book in the Versus collection, this story is rich, engaging, and beautiful. Even as a short story on its own, the Versus tale would be worth the read, but watching as your choices shape the world in your mind's eye makes it something that each person should experience several times over. It was a big bonus, for me, to see the ideas and themes from the first book transition to the second. My biggest disappointment is that book 3 is not released as of yet. I eagerly await the conclusions!

Pros:

- Engaging, descriptive storytelling
- Good transfer of stats
- Excellent crafted characters
- Balanced and satisfying branches

Cons:

- Some grammatical/spelling errors
- Feels somewhat incomplete (given the episodic nature, it's expected, but it's still a con)

I would definitely play Versus: The Lost Ones before playing this. You don't absolutely have to, but it definitely helps with world immersion, and to understand the background of these characters and many of the ideas and themes used throughout the story.

. The game looks pretty enjoyable in the trailer, and I like what they were trying to go for, but there are some major hang-ups

with it, most notably the control scheme. The controls are mostly just infuriating, as you might think they would've elected to go for something closer to Asteroid-type controls, but instead they've gone for something closer to Zelda games. Zelda-type controls probably would've worked OK, except that when you go from left to right, up to down, or vice-versa, instead of just going the other direction, it does this little rotation maneuver that sort of makes it impossible to know where you'll end up. Aside from that, I could barely see the cursor on the screen when using a mouse, all of which makes it seem like it could only be played using a gamepad.

The graphics are adequate for this type of game and the storyline seems moderately interesting, but I personally just couldn't get passed the frustrating control scheme.

I think the game could've easily been salvaged with some other/better control scheme choices, but as it stands there are better places to spend your time.

Most of this pack is a must have. The Suter alone is worth it.. If you liked the first Heroes Rise, you'll love the sequel, that's really all there is to it. The game follows a reality TV concept that is really interesting, as it constantly puts you in situations where it's impossible to please everyone, the story, like the first game is still quite linear, but it makes you feel like you've made a difference anyway, quite similar to Telltales The Walking Dead game. This game is almost twice as long as the previous game, and its writing quality has only improved, as well as being more in depth too, there are a bunch of relationships in this game, and favouring one will displease the other, trying to please everyone is an incredibly hard path to take and may earn you more enemies than anything else

Fantastic game at a really good price, if you're a fan of the first, definitely check it out, if you thought the first game was lacking somewhat, then this one might change your mind on the series since it's better in practically every way. As should be obvious, if you dislike reading, then this isn't a game for you, and if you're looking for big epic storytelling or Game of Thrones level intrigue, then once again this probably isn't the game for you. But if you want to sit down for a few hours, and just have fun with a story, then I wholeheartedly recommend it.. I was very close to refunding the game as I was not having much fun in the classic mode. It just didn't seem that intense to me. You punch bombs that spawn all around you. If it's red, don't punch. If it's another color, then weird things happen, you'll either have to double punch quickly or more bombs spawn that you'll have to punch quickly. If it's red on top or below you'll either have to punch upwards or downwards so you're not punching red. Lasers also spawn which you'll have to crouch or if you're lucky, punch a bomb towards. Targets spawn that you can punch bombs towards for more multipliers.

The good news is that you don't need a 360 or roomscale setup at all. You can do 180 mode and standing room worked just fine. In fact, you can play sitting down. I would recommend that for a light workout. Still, the simple gameplay, although a nice workout, wasn't much fun to me or challenging. It's just a matter of stamina really.

Then I tried grav bomb. This is a nice twist on all the VR tennis games out there. Basically, you're in a gravity chamber where you can punch one bomb (but really it's just a ball) to try to take out the objects around the play space cylinder. Gravity brings the punch bomb towards you. To start off, you don't want to punch too hard because you'll probably end up hitting the wall and the punch bomb will come rapidly towards you. You'll want to measure your punch strength and angle towards the edges. So while all this is going on, you can hit targets to have different effects, like your punch bomb getting bigger making it easier to hit on the edges. Then turrets will spawn that you'll want to take out. Enemy bombs will spawn that you'll want to dodge. The more successful you are, the further you'll have to punch the ball and the more things will spawn that you'll have to navigate correctly. Soon, you'll start feeling your arms hurt. But you want to climb up the leaderboards. Believe it or not, you can actually play this seated as long as you have wheels on your chair to dodge out of enemy bombs.

I got a good sweat going. I had fun with gravity bomb. I don't think that concept of gravity pulling the ball works you would work with a racket. But it works well with your punches. I look forward to the third game under construction and am happy to not request a refund and look forward to the game development and improvement.

Rate 6/10. Hope to increase the score in the future with more development. EA sometimes works and it looks like this is one of those games moving towards success. Honestly, I think the 'classic game' needs music to the rhythm of the punches to make it more enjoyable to do the workout or maybe boss fights that change up the mechanics in between rounds. I hope dev adds some changes to classic mode.

. Very fun game. The premise is so easy anyone can pick it up and play it. You are the God and you destroy the tower without killing the people. That is it, very simple. That is what makes this game great. Lots of levels to play. I suggest this game for anyone that is looking for a puzzle game with something different involved!. so far so good. potential is here. great price too. Not quite sure what everyone is complaining about to do with this DLC. Yeah, I know it's old and it HAS had some issues, but DTG has fixed this. Even the sounds that it comes with default are'nt too bad compared to some. If you want the true experience though, get the AP Sound Pack. A nice addon all in all.

. Great Economics game, stressful at times but very addicting!. chipping is the most annoying thing about this game but other than that i would recommend. i like the putting although most people dont but thats just because they havent gotten used to it yet because its not really like other games. the gridlines are pretty\u2665\u2665\u2665\u2665\u2665\u2665and dont do much but you can kind of use them to figure out where to aim the ball but really you get used to the greens by playing them a few times. also the difficulty levels are strange but to start with they're good enough to be a good challenge.. Brilliant! It's one of those games that just doesn't let you walk away. Both the art and playability are outstanding, and the soundtrack really took me back

to the old days.

I absolutely recommend it!

Irony Curtain Incoming 2019!:



Add the game to Steam wishlist!

"Our glorious country of Matryoshka wishes to extend an invitation to the West, and allow them to witness the glory of communism first-hand. Visitors shall be the first outsiders to bask in the lie light of The Leader, who is the embodiment of all that is good and has the finest stash in the whole country. We welcome them with open armies arms to explore our beautiful country by solving puzzles and minigames to understand the depth of corruption surrounding the magnanimity of our fearless leader." Signed: Department of Propaganda Information

Irony Curtain is a satirical point & click adventure about a Western journalist visiting the communist regime for the first time. Immerse yourself in a slapstick humor ridiculing dictatorship with hand-drawn, stylized art and all the grandeur sharpness 4k allows! Dive into a brilliant story full of unforeseen twists and turns, taking a look behind the Iron Curtain and discovering the bizarre secrets of Matryoshka!

Irony Curtain arrives in 2019 but you can already add it to your Steam wishlist. So, what are you waiting for, Comrade?

<https://store.steampowered.com/app/866190>. **Update 0.5.8.5:**

- Unite units have been added. Caution this operation is not reversible!
- When merging units, they merge their parameters. Parameters can not exceed the maximum value
- Uniting units is possible only by the main unit in the skill window
- Added new unit parameters: agility, intelligence, luck and speed
- Agility allows you to evade the melee attack
- Intelligence limits the use of advanced weapons
- In the description of weapons, the required level of intelligence is added
- Bleed Intelligence is only available from level 10
- Luck increases the probability of critical damage, reduces the likelihood of tool wear, reduces the likelihood of wear of workbenches, reduces the likelihood of breakage during repair, reduces the likelihood of breakage during modification, reduces

the likelihood of attack by small animals

- Luck fortune is only available from level 50
- Speed increases the amount of crafting and mining
- Bleed speed is only available from level 20
- Do not open the doors in a step-by-step mode. Opening of doors is possible only by owner or friend
- Small fixes. **Update 2.6 (Stealth + features + fixes):**

1. Multiple minor bug fixes.
2. Seated and Stand locomotion mode and options added.
3. Redesign Night time game logic - more stealth options.
4. Labdoor save/load state fixed.
5. Adjust teleport to allow less cheating.
6. Enable level guardian drone.
7. Mine placement logic changed: Can be attached to any surface and rearms after placing and moving away at certain distance.
8. Save/Load bug fixes.
9. Ammo spawn balancing.
10. "Teleporting" after daytime change removed.
11. Mine pickup bug in safehouse fixed.
12. Daytime not freezed in church quest fixed.. **Small discounts list on our Games and Bundles!**

Hello dear players! Today we have prepared for you small list of our games, which can be purchased with a good discount!

Games with discount.. **Update 0.0.81H1 | Small Hotfix:**

- [Fixed] Chat not showing on Oasis
- [Fixed] Random shape each not updating for every client
- [Fixed] Allow bounce out to be more consistent
- [Fixed] Getting stuck on metal spinner on Forest hole 8

[Unlocked] FPS, will monitor feedback.

We will continue to iron out issues as they pop up.

Please let us know on the community hub if you find any issues with the game, we really appreciate it!. **UPDATE: Quick fix for verification error pause bug:**

This update fixes a bug introduced yesterday where the simulation sometimes stops because of an error that is not visible on the verification diagrams when running at resolutions below 1920x1080.. **UPDATE: Design re-verification tool:**

Tonight's update adds a design re-verification tool to the in-game control panel. We've reset the leaderboards and histograms in anticipation of leaving Early Access tomorrow, so please use it to resubmit your scores!. **Devlog 2:**

Hi everyone,

For this devlog we wanted to show you some progress for our next major update the "Rhino Update" which would include the next playable dinosaur, the Triceratops, in the main campaign. As was stated in the previous devlog, the models are ready however the animations for the juvenile and sub-adult has not been made. Because of this, we wanted to let you know that the remaining models have been animated and is now ready to be integrated into the game.

<https://www.youtube.com/watch?v=fkEy52e1R-k>

Juvenile Triceratops Animation Showcase

<https://www.youtube.com/watch?v=XimatXB4hJU>

Sub-Adult Triceratops Animation Showcase

Aside from animations, we are also working on fixing some of the problems encountered by players and additional elements that will hopefully be ready to be shown in the next devlog. So make sure to tune in.

That's currently it for now and more updates coming soon!

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