Contagion VR: Outbreak Download Link

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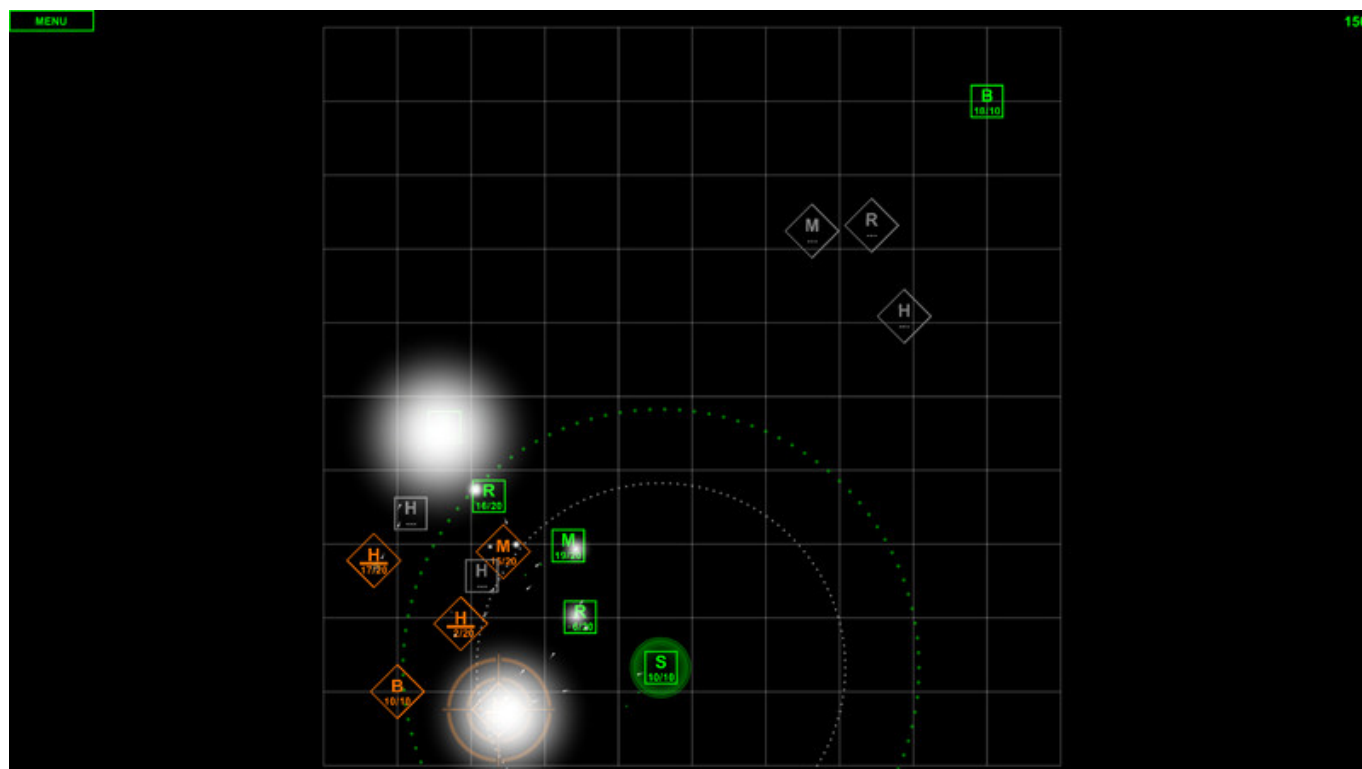
About This Game

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!

- 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!

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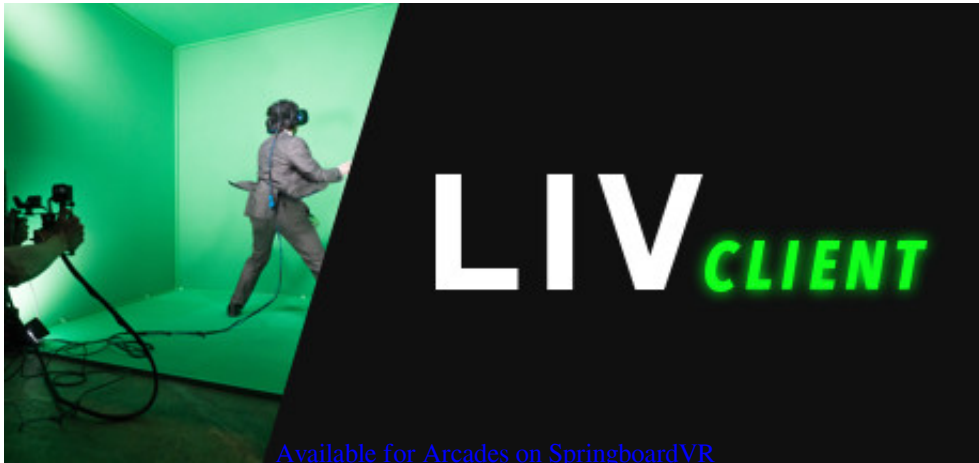
Title: Contagion VR: Outbreak
Genre: Action, Adventure, Indie, Simulation, Early Access
Developer:
Monochrome, Inc
Publisher:
Monochrome, Inc
Release Date: 29 Jun, 2018

 b4d347fde0

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

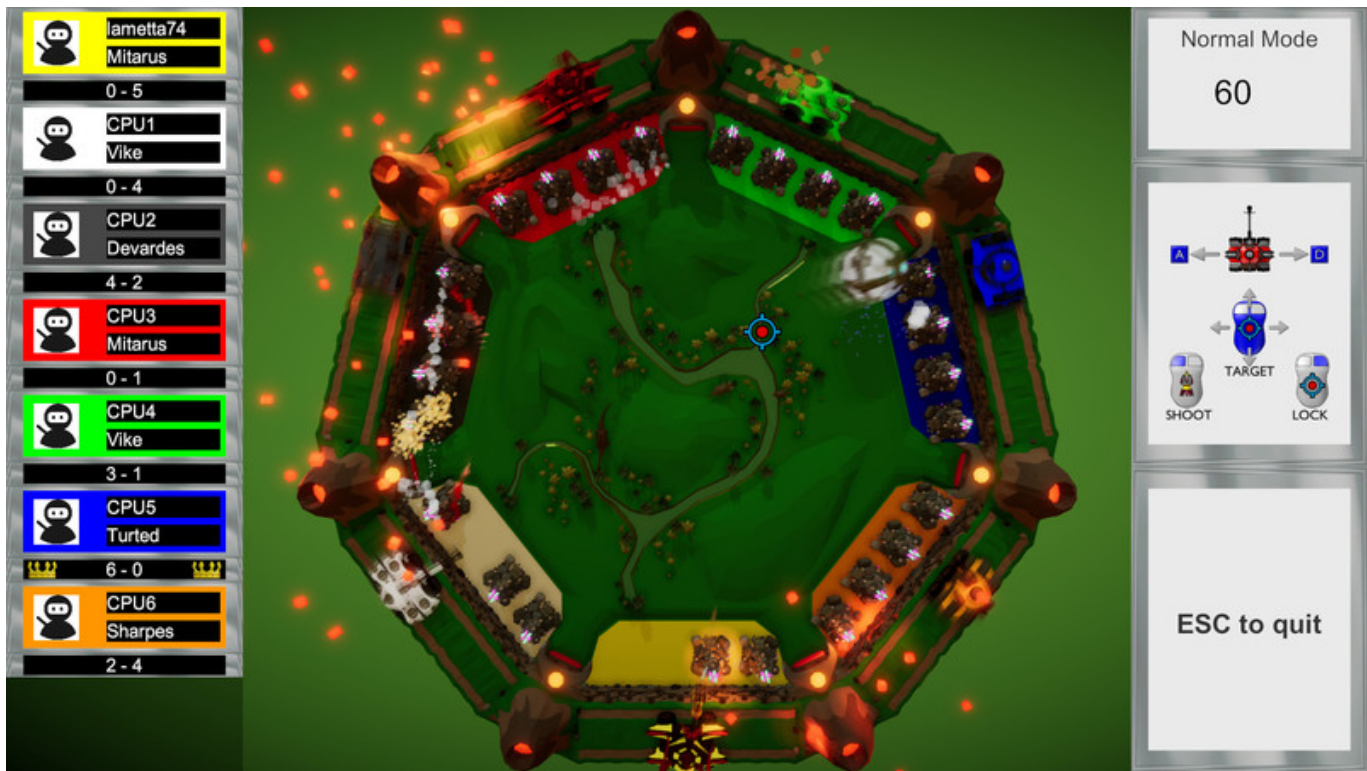**Processor:** Intel™ Core™ i5-4590 or AMD FX™ 8350, equivalent or better

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

lametta74			
Mitarus			
0 - 5			
CPU1			
Vike			
0 - 4			
CPU2			
Devardes			
4 - 2			
CPU3			
Mitarus			
0 - 1			
CPU4			
Vike			
3 - 1			
CPU5			
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6 - 0			
CPU6			
Sharpes			
2 - 4			

Normal Mode

60

TARGET

SHOOT   LOCK

ESC to quit

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DosBox hasn't been setup to run this game particularly well. Games goes slow after a while.. It's a good game but i can't recommand it because the game freeze at the last level. We can't know the end of the story, which is really frustrating !!!. Quick review coming from a shmup lover.

The Good :
- the game does't look too bad. By today's standards, it doesn't look too good either, but I wouldn't mind if it played ok.
- Music sounds good, but...

The Bad :
- Controls are rigid. Don't even try to play with an XBOX360 controller...
- Patterns are repetitive.
- I have a big feeling problem with this game. Can't feel the power of the weapons. Can't feel when I'm hit. This is probably because the sound in the game is not very well balanced.
- ... the sounds FX are weak. Can't hear any explosion. Shot sounds are flat and weak.
- Music sounds totally inappropriate. It's good, but it feels like it's the music from another game...

Definitely not worse the full price.. This game reminds me of the arcade games I played when I was a child, and I miss it very much. The game is very difficult. I can only play the fourth pass. The scenery is beautiful, and it's not bad on the whole.. While a smaller expansion than the previous paid-DLC's Stromdorf is still a welcomed add on.. Even early stages this game is fantastic. Pretty solid controls, Great immersive experience. The only problem is no one ever plays the multi-player (very surprsising) because that's the entire point of the game :\/

Wanted to get into the gameplay, couldn't figure out what button corresponds to the back button on the guide in the menus, so glad there was a demo so I could see how little effort they put into porting the game. Maybe I could launch into gameplay on infant mode and see what happens, but that has different controls from what I did see in that, at the least, all attacks hit all of the body, so there aren't multiple attacks? I don't know, the game has less clear with its interface than the older monster hunters. OH AND I ALMOST FORGOT, there is no way inside the game to actually close it, so I had to alt tab out, close it and now I can't relaunch or uninstall as it is still running. WOW.. I like these characters and their interactions, but:
-We're paying for premade assets (I'm sure they've had work, but still);
-DLC was announced before the game's launch date;
-Mai has been DLC before (Central Fiction on console I believe).. I absolutely love this game. As I've found previously with Banished, age certainly does not matter when the game is amazing. It took me two tries before I successfully was able to flourish. The beginning will be tough, because there are certain ways to ensure that you have enough money, and your people are satisfied when you start a world. Once your population starts to grow in the Orient and your home island, things begin to get stressful. Micromanagement is key in this game. I've accidentally sent goods to different warehouses and suffered for it, so pay attention.. This "game" is absolutely horrible.
It pretty much just contains a bunch of strange questions with mediocre translation over a few ugly background pictures and one repeating soundtrack.

I have no clue what the developers even thought when they made this.... This is a fun game. It is very Spy oriented. Most missions can be won with Stealth. It is alway possible a shootout will occur so be ready for such a thing. I would like to see more maps for the missions from the Devs as some maps seem to get used again. Eventually you will have many spies and have to keep some on other continents to react to missions. It is a fun turn based game.. I've had this game in my library for quite awhile and never got around to playing it enough to feel comfortable writing a review but I've come to that point now so, here we go.

Void Raiders is a very "light" Rogue-like \/ "bullet-hell" game. It's a fairly small game that was developed in a short time window. For the time invested in it and the end result however, it's a solid game and I have no complaints about the price I paid for it. (Bought it at the regular price \/ $4.99, no sale.) This developer has real potential if he can take what he did here and improve upon it in the future.

Void Raiders has 3 characters, each with respective talent trees that you can put points into as you level them up. You pretty much choose one of the characters and are thrown right into a randomly generated dungeon to survive as long as you can (or beat it entirely on the first try?).

You'll fight your way through several floors, retrieving items on that floor which a helpful arrow will point you in the direction of, while wading through swarms of enemies. After which, the elevator will become accessible and you can return to it to ride it down to the next floor.

You'll earn credits which you can use to purchase upgrades inbetween levels, or from vendors throughout the level. None of these are permanent and will all disappear if you die. Your levels and talent tree points are what remain permanent.

Every few floors, you'll encounter a boss. Killing the boss earns you a special kind of currency which can be used at the title screen to permanently upgrade your character's equipment. There are 3 bosses in total.

That's really all there is to this game. Void Raiders is a short and sweet dive which the creator made in I believe just a year's time, working in his spare time. For what it is and for the time invested in it, he's done a very good job with it. The artwork is simple but clean, the game is well programmed and plays flawlessly.

It's a well polished, fun if not bitterly short romp through bullet-ridden mayhem.

One "criticism" is something I read from a few other people too. I know the game was intentionally designed to be fast and hectic but many people I saw felt the enemies should have respawned a bit slower and I share this belief.. Very fun tower defense concept. There ends up being a lot of simple and complex solutions in this game for a pretty easy to understand concept. I enjoyed building my own castle and fending off the invaders, usually ending in a bit of frantic dash to reload all of my traps. Allows for a lot of creative solutions with the interesting combition of traps types. highly reccomended.

Disco ball trap highly effective, 10\/10. I have only played for about 7 hours, but I love this game. Its colorful and fun and light.

Servers are meh, but I love playing LAN with friends. For those that remember, this reminds me of Toy Commander, my favorite game for Dreamcast. This game is worth buying especially for the price..
https:\/\/www.youtube.com\/watch?v=CMpCUVNr0uU

This game was an absolute delight to play.

The game is very simple, with you highlighting (or darkening) the hexagons in your path to complete the level.
As advertised, the game does have a relaxing soundtrack, and was enjoyable for the time that I've played it.
This is a wonderful game for the casual gamer and is just a relaxing way to challenge your brain.

For both it's simplicity, which allows it to run on almost any computer, and its cheap price, I'd defintely reccomend this game 10 times over.. Not made for 1080p or higher, since text and icons are too small.
Game does not explain any of the user interface or gameplay features.
There is no tutorial and there are no tooltips.
You have no idea what you are suppose to do, or how to go about it.
After 30 minutes of aimless roaming I refunded.

10/11 Improved Economy, New Manual, Bug Fixes:
I've just updated the game files; many of these changes are fixing issues that players either generally won't run into or won't notice, but I do want to draw your attention to the first two changes. Consumable item prices are a lot cheaper now, and there's a new manual in Shinryu that's worth checking out. Thanks to everyone who've found Jimmy and been spreading the word. I know that Jimmy hasn't been viral or anything, but everyday I've been elated with the general reception it's been getting. Anyway, here's the list of changes:

-Consumable item costs are now much more reasonable (about halved starting with the latter half of the second continent).
-Added new manual only available in Shinryu for $5,000: Adrenaline Shot. It's an instant 10% revive that costs 35 mp and has a six-turn cooldown.
-Balanced Equation is now actually a balanced equation (I think). Give me a break, it's been a long time since chemistry.
-Leaving the hotel in Calm Valley prior to talking to Lars will no longer result in a mysterious duplicate Lars outside.
-Roughhouse now costs $3,500.
-Mecha Super Balls now do 1,000% luck-based damage. They also don't work with Andrew's Analysis skill, and this is reflected in their new description.
-There should no longer be any random encounters after finishing nightmare locations (until you reenter the dungeon).
-In Dark Dungeon, the game will no longer freeze when canceling out of panning the screen on a few specific locked spaces.
-The boss of a certain school will now only do a regular attack or regular magic attack for the first turn of the fight.
-The terminal status effect should now consistently work as intended.
-Joker's instadeath now works on Jimmy.
-Aurora Temple should be significantly less wonky.
-The game should no longer lock up for some people just getting to the Iron Flamingo.
-Added a small bit of dialogue before the scrolls in Secret Meridian that addresses a narrative inconsistency.
-Various typos and other small things have been addressed.. **Terroir Version 2.0: Out of Early Access and Into Exciting Territory**:
Hello everyone,

We are happy to announce that Terroir has left Early Access with the current version 2.0 build. This build introduces quite a lot of new features, the most important being the new in-game tutorial, with VO and video - which complements the more detailed text tutorial already introduced in an earlier version.

Another major new feature is the introduction of Automated Tile Workers, which allow you to set your vines to automatically be trimmed according to your settings by assigning a worker to a Planting tile.

There also a few other changes, some of which are tweaks that improve balance, as well as other features that help the Player progress - namely, the tip that comes with wine reviews of less than 5 stars, which will tell the Player what went wrong with their wine.

Here's a complete list of the changes in the build:

- Automated Tile Workers mean that you can now set your vines to be trimmed automatically according to your preferences by assigning a worker to a Planting tile.

- Fully voiced-over in-game tutorial.

- Tips given in the wine review when wine receives a rating of less than 5 stars.

- Players can now only accomplish each Circumstance mission once - when all missions are complete, Players simply gets a monetary and renown bonus every time they choose a Circumstance card.

- Changes to how wine price is calculated, as well as tweaks to renown cost for all technologies and maintenance costs for some types of grapes and tiles. The calculation for the final score has also been updated to include missions accomplished and wine awards won.

- New SFX.

We hope you enjoy this new build, and as always, please do drop by the discussion boards if you have any questions, feedback or bug reports.

Good luck and happy winemaking!

MARK
. **Update #3**:
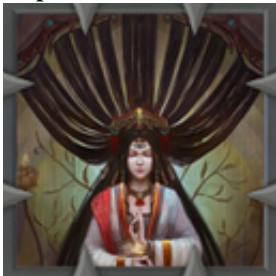
Mind Bender now requires a Divine Domain and 3 colorless domains.
Mind Bender's start/max mana is now 6.
Mind Bender's HP has been increased from 55 to 65.
Mind Bender's damage has been increased from 15 - 20.
Mind Bender's Empower ability now costs 3 mana and reads:
Mind Bender grants all other allied combatants in an area of 2 tiles 2 mana. This ability will not grant mana to other Mind Benders.

Fire Element now has an additional ability which reads:
When Fire Elemental attacks and hits an opposing combatant, Fire Elemental is dealt 15 damage.

Flash Flood now has an additional ability which reads:
If your opponent has fewer than 10 non-water tiles, you win the game.

New Serene Angel!

Requires Divine Domain (teir 1)
Costs 7 gold. max play 1

40 HP
0 starting mana, 15 mana max
3 movement
10 damage
attack position 2 to 3

Initiative

Aether Return: 2

At the start of your turn, Serene Angel is granted 1 mana. Serene Angel cannot gain mana in any other way.

Transcended Victory, costs 15 mana and reads: "You win the game".. **CHUCHEL VS. Halloween | #3**:

BOO!

It's prankster's favorite time of the year - Halloween is coming and so is the next weekly GIF!

Our boy **Chuchel** seems to be very conservative when it comes to costumes. This year he's dressing up as a big rad spooky pumpkin, successfully attempting to scare the heck out of his old buddy Kekel. But it seems even a brave guy like Chuchel has some fears. At least two - cherry shortages and apparently, ghosts. See for yourself...

Do NOT mess with Kekel.. **v1.1.3 Released with bug fixes**:
Version 1.1.3 is now out with a couple of bug fixes:

- Control key works properly in keypresses

- Alt key works properly in keypresses

- A capital letter in hold keys may cause hang

- Multimedia button "previous" sent "play/pause" instead

Also added a feature of sending AltGr in keypresses with # modifier instead of the % for left alt.

There's still a few things in need of checking in the key handling but this should fix the problems reported to us. Once again, thank you very much for the reports!. **Porradaria 3 in 1 - Complete NOW Your Collection!!!**:

Hello everyone!

I'm glad to announce that Porradaria 3 in 1 Steam Bundle is finally live.

This bundle is in the **complete collection** model. And it contains:

- Porradaria Upgrade

- Porradaria 2: Pagode of the Night

- Porradaria 2 Vladmirson DLC

It means that you can purchase all these games in a row with 66% OFF, and if you already own any of these games, you also earn 66% OFF to complete the collection!!!

Ins't it great?

You don't need to expect for any sales anymore to complete your collection.

Complete your Porradaria collection now!!!

Thanks for your ever support, my work is for you!

Kind regards,
The Developer