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About This Game

NetHack

Nethack is the most celebrated member of the ancient and honorable family of games descended from Rogue and hence known as “roguelike”: bare-bones ASCII-graphics adventures set in randomly generated dungeons, in which the player fights monsters and collects items until he or she dies.

Vulture

Vulture for NetHack is an isometric graphical interface for the roguelike engine: NetHack. Wrapping the original ASCII text dungeons of NetHack, Vulture brings this great game into the graphical point and click world while still preserving the original keyboard commands for those wishing to play as it was intended.

The adventure

Recently, you have begun to find yourself unfulfilled and distant in your daily occupation. Strange dreams of prospecting, stealing, crusading, and combat have haunted you in your sleep for many months, but you aren't sure of the reason. You wonder whether you have in fact been having those dreams all your life, and somehow managed to forget about them until now. Some nights you awaken suddenly and cry out, terrified at the vivid recollection of the strange and powerful creatures that seem to be lurking behind every corner of the dungeon in your dream. Could these details haunting your dreams be real? As each night passes, you feel the desire to enter the mysterious caverns near the ruins grow stronger. Each morning, however, you quickly put

the idea out of your head as you recall the tales of those who entered the caverns before you and did not return. Eventually you can resist the yearning to seek out the fantastic place in your dreams no longer. After all, when other adventurers came back this way after spending time in the caverns, they usually seemed better off than when they passed through the first time. And who was to say that all of those who did not return had not just kept going?

Asking around, you hear about a bauble, called the Amulet of Yendor by some, which, if you can find it, will bring you great wealth. One legend you were told even mentioned that the one who finds the amulet will be granted immortality by the gods. The amulet is rumored to be somewhere beyond the Valley of Gehennom, deep within the Mazes of Menace. Upon hearing the legends, you immediately realize that there is some profound and undiscovered reason that you are to descend into the caverns and seek out that amulet of which they spoke. Even if the rumors of the amulet's powers are untrue, you decide that you should at least be able to sell the tales of your adventures to the local minstrels for a tidy sum, especially if you encounter any of the terrifying and magical creatures of your dreams along the way. You spend one last night fortifying yourself at the local inn, becoming more and more depressed as you watch the odds of your success being posted on the inn's walls getting lower and lower.

In the morning you awake, collect your belongings, and set off for the dungeon. After several days of uneventful travel, you see the ancient ruins that mark the entrance to the Mazes of Menace. It is late at night, so you make camp at the entrance and spend the night sleeping under the open skies. In the morning, you gather your gear, eat what may be your last meal outside, and enter the dungeon...

Title: Vulture for NetHack
Genre: Indie, RPG, Strategy
Developer:
DarkArts Studios
Publisher:
DarkArts Studios
Release Date: 1 Feb, 2005

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Minimum:

OS: Windows XP or higher

Processor: Celeron, Pentium or higher

Memory: 256 MB RAM

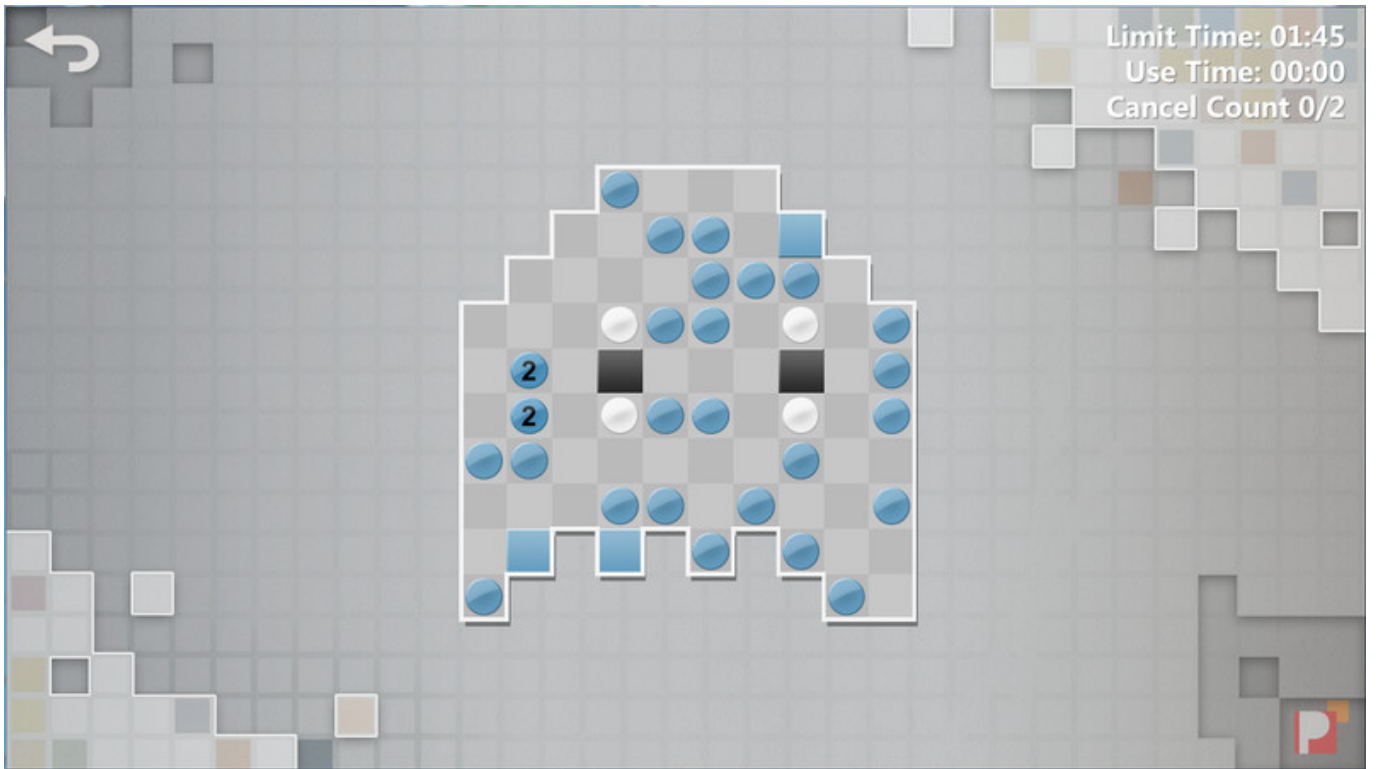
Graphics: Any graphics card

Storage: 135 MB available space

Sound Card: Optional

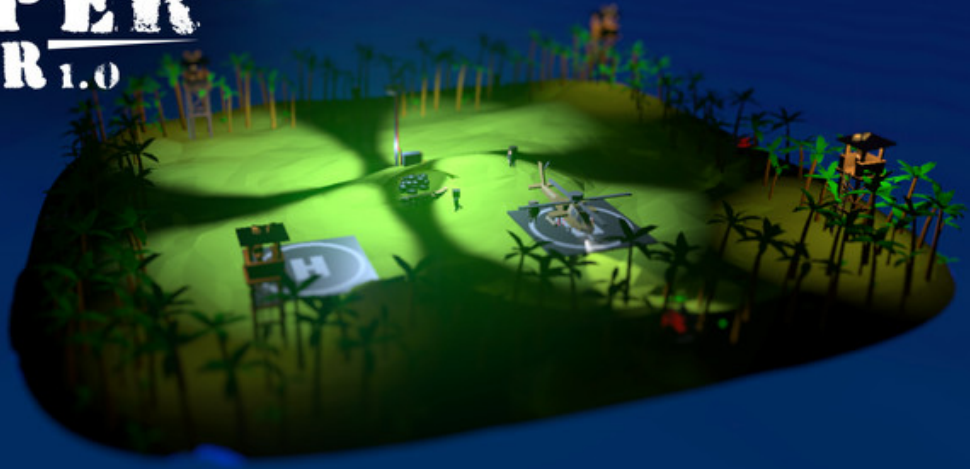
Additional Notes: OpenGL will be required in the future

English





THE SNIPER VR 1.0



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It's hard to explain, but it does have you making lots of triangles.. Don't buy this game.

Ever.

The graphics are those from the PS2 or the original Xbox, or a 2005 PC game, the gameplay is boring, too restrained and total ♥♥♥♥♥♥♥♥t, the typos are so obvious it's incredible these devs didn't look like they did know what a dictionary was, loading screens between every single screen that last forever, and a plethora of annoying framerate drops.

If this game was made in mobile platforms, it would be OK, because nobody would give a♥♥♥♥♥♥♥♥ but it's not worth of Steam. Did people actually let this game pass through the Greenlight process and let it sell around? No sir, not in my town. If you want Tower Defense games, try Warcraft III instead.

Not to mention this game looked like it was overusing assets from the Unity asset store.. The best 0.79\$ that i ever spent!. Fun game, well done for an indie game. Good graphics and sound, fun to play and quite challenging. Those llamas are driving me craazy. its crap it crashes 90% of the time. I love the saga, the storytelling is fantastic and the atmosphere fascinating. The hints to the next chapter are nice and the characters pretty well structured as usual, However this episode loses an important ingredient, which made Avernum a game so beloved by its fans: the sensation of free roaming. Normally it's the player deciding in which direction going and how to proceed the story, which has several main plots. This time instead the player is obliged to follow a single path, made by consecutive areas until the final one. The torment difficulty is praticable until a certain point, which I don't reveal to avoid spoiling, but then you are practically forced to switch to a lower difficulty not to be trapped in the middle of the game. In any case a must of those who followed the full epopea, but in my opinion the worst chapter so far.. Not as good as the first one (The 7th Guest), but I have to say, for the nostalgia and cheap price, I have this in my library...

For those who grew up with it, it is probably an easy purchase, but for those new to the series, maybe not.

Like backing up an old friend on the playground, I am going to vote for this one, but only on the cheap for those who simply want to experience early FMV Cheese ;)

It was an experience then and is surely an experience now!

[Please follow my Pixel Art Curation for other great games...](#) Pro: Nice 3d objects and environment

Cons:

- Vive controllers as a gamepad
- Lokomotion in looking direction, not the controller direction aka Haze
- Well, what's really the point with this? They just want to show us how NOT to implement the VR functionality. Please look at the free Doom BFG VR Modded for example of how to implement locomotion in VR.

. Great game, deserves a Positive review. Charming, difficult and fair, and lovely the look at. If you like challenging platformers you should give this a try!. very funny game

Challenging but fun. Can't wait for sms2:). I thought I'd give it a go because my machine is pretty high-spec.

I should have trusted other reviews saying poor performance.

At the moment it's very nice looking indeed, but unfortunately I found it difficult to get past the massive frame rate drop when more than 2 zombies popped up.

I'll come back to it, don't get me wrong, but I'll be waiting until its playable.. This game is absolutely magical, imagine a game where your objective is to repair a broken lift but it's literally impossible to do!!!!!!!!!!!!!!!!!!!!!!!!!!!!

100000000000/10 best game ever made. Be careful: my wife is Dungalost now :(. Although the game was vile when it has initially launched, the developer made an effort to work on this game and I've to say his effort paid off!

6/10 -Could be better

PS: Please make an easy mode thanks!(Only reason why I gave up on this). 0 keys/10

would definitely retreat because of no key again.. A very interesting story!

I am really glad that I bought this one :)

It's a textbased game, where by choices you can shape your life as adventurer (advance skills, affect relations etc.).

Serve the Crown or become a pirate!. Great game. Play as Kittens :D accidentally meowed at another kitty running by and the kitty followed me :D 11/10 would recommend to children

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