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About This Game

Vernon's Legacy is an horror adventure with an enigmatic story that takes place nearly a century ago.

You learned of the sudden death of your uncle two days ago. When you reach the estate of your deceased relative, you find it deserted. Why is Alois the butler not here to receive you?

Something is not right.

You explore the rooms of Dunkenhof Manor in the first person view.

Do not expect this to be a hitch-free stroll—there are puzzles to solve, secrets to unravel, and hidden doors to open.

You can add items to your inventory and use them to interact with your environment.

You keep coming across the effects of the former inhabitants of the place. Their letters and notes reveal to you the events of the past few years.

When you finally enter the centuries-old vaults beneath the house, you realize that a force beyond any imagination lurks here and your life is in mortal danger.

Features

- Story inspired by real events from the World War I era.
- Authentic art-nouveau environment.

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- Sophisticated puzzles with a variety of approaches.
 - Immersive graphics based on the newest Unreal technology.
 - Chilling horror atmosphere.
 - Horror survival elements.

Title: Vernon's Legacy
Genre: Adventure, Indie
Developer:
TripleBrick
Publisher:
TripleBrick
Release Date: 23 Sep, 2016

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Minimum:

OS: 64 bit Windows 7

Processor: 2 GHz Dual-Core CPU

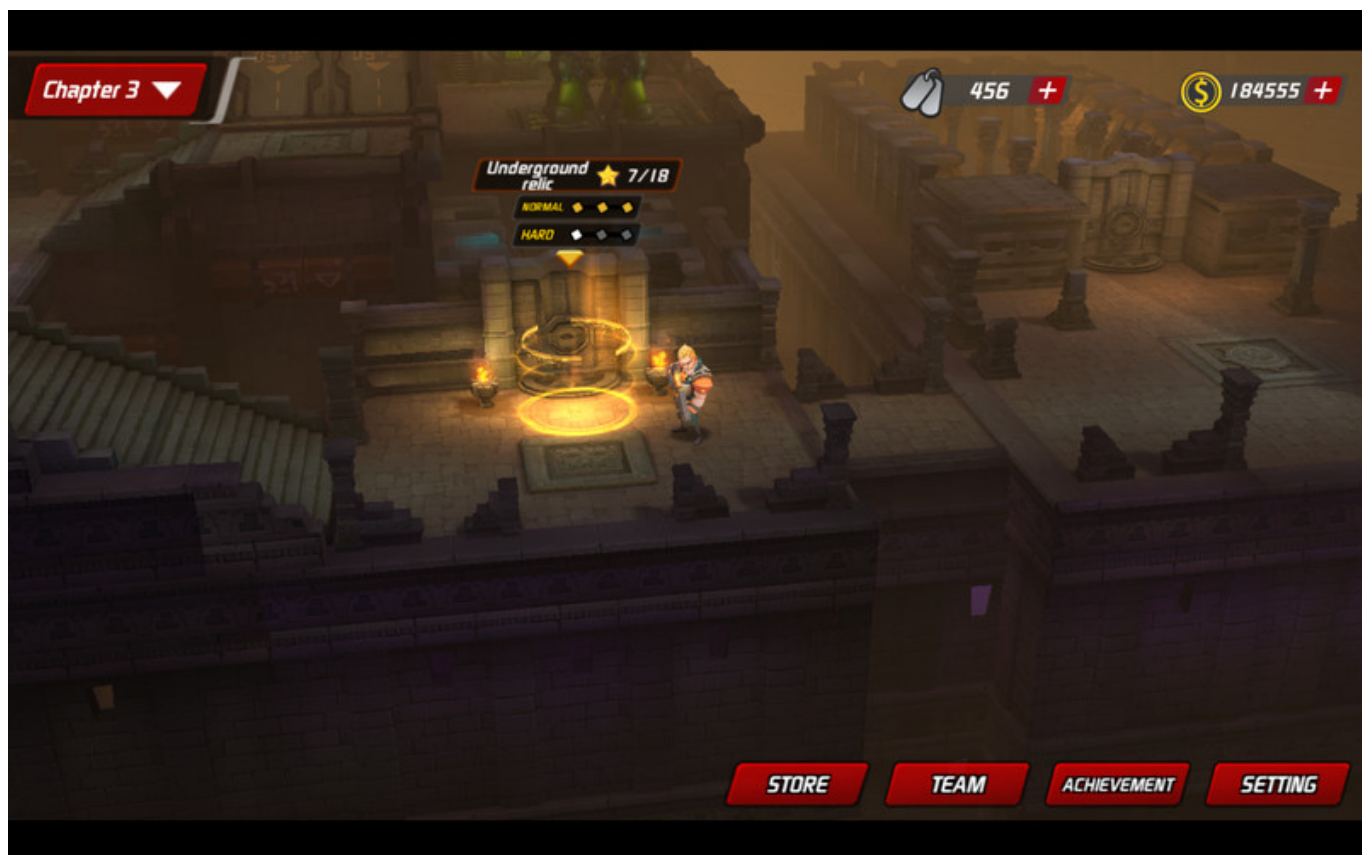
Memory: 4 GB RAM

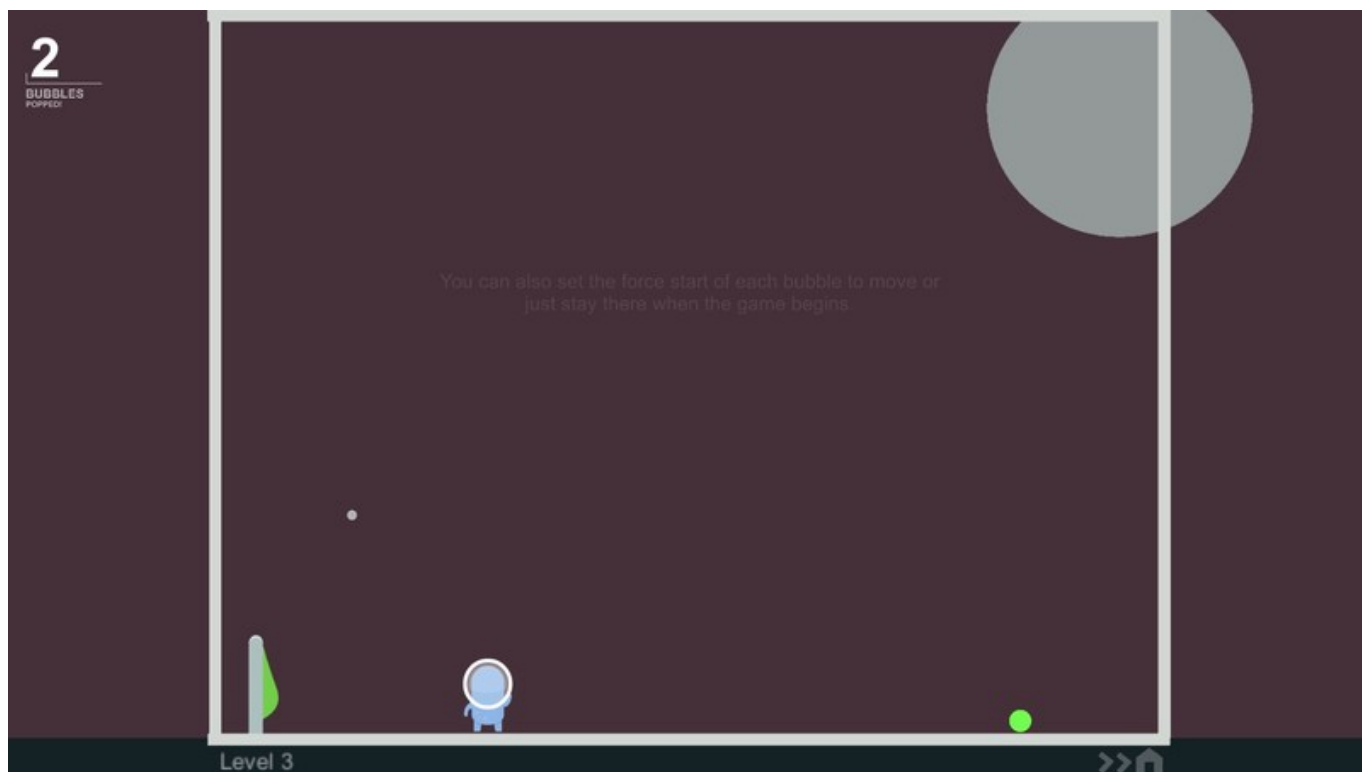
Graphics: NVIDIA GeForce GTX 560 1GB / Radeon R7 250X 1GB

DirectX: Version 11

Storage: 5 GB available space

English, German, Russian, French







The game does not even load.. Simple, fun roguelike with multiple classes and a single ally.. I was waiting for this! I'm glad that it was released already. I immediately bought it as soon as I can. It was a nice read. The length was comparable to the first chapter. If you like being verbally abused by a beautiful half-Japanese tsundere, buy this. You won't regret it.. 9999V10

Simply brilliant work.. It looked like a lot of fun, but ended up being a very clunky controlled GTA clone. It looks better on the eyes compared to Hotline Miami, but controls nowhere near. I used a gamepad, and tinkered with the mapping using Controller Companion. The fighting & gunplay was just way too clunky. It is very much a very inferior clone of GTA 1. I had no fun with this. However, if they improved the controls and targetting when fighting, it could have potential.. Make sure you are emotionally prepared for this.

Overall, I am enjoying this game. The battle mechanics are fun and the storyline (so far!) is engaging. Without getting too much into it, it's an exploration of death and as that, it succeeds.

There are two things that I would point out in the interest of fairness.

1) The aging (getting weaker) mechanic is basically the reason I bought the game. It seemed like a very interesting idea. In practice, I can't say the implementation actually changes much. Yes, you get weaker. But you also get stronger weapons as you progress and so it kinda levels out. Mostly, I expected to be invincible in the early game and have to rely more and more on clever strategy as I progressed. But you're not that strong when you first start out and I've yet to feel the effect of growing weaker. It's still a fun game, but the mechanic is not as noticeable as I expected. I do find myself trying to avoid unnecessary battles but that's something I do anyways in most rpgs that are not horrible grindfests. Maybe a mechanic where the player gets winded might've been nice. I don't know.

2) The overall success of the game is undercut by the illustration work which is scattered throughout it and which features prominently on the trailer. Simply put, it could be better and almost persuaded me not to try the game. (Which would've been a real shame because it's a pretty good game)

The writing is solid. The gameplay is good. I love the alternate game mode. I do hope people give this game a chance.

. Interesting and enjoyable little game.. pretty gud chinese ventures. this game makes my pipi itching. Meh. Nice music (I didn't know it's CC licensed). I'll probably never touch this again.. Not finish, crash, wait of patch.. for an old game this still holds up to dying light. cutting zombies apart is no sweat and after i realized throwing your weapons deals more damage while not reducing durability made the game too easy. gameplay is fun and driving your car feels solid until you get stuck in something. what i dont like about the game is the fact zombies can hit you even when your driving your armoured vehicle which is dumb, and the flashlight needs to recharge the battery after some time, kinda dumb. dead island is a big open world with different chapters, but a open world with barely anything to explore in my opinion. while exploring a few 20+ houses on the sea i didnt find anything, not even loot or any mods. i spent atleast 6 hours on exploring alone and were dissapointed. other than that the game is still solid and the visual upgrade was a nice touch. i recommend getting this game! sorry for my awful grammar. One of the best unit packs for only \$2. Highly recommended.. Back when I reviewed this game I gave it a very negative review, mostly because I was upset at the overall quality of the game and felt cheated. Luckily the developer heard the outcry and took action, and nothing wins me over faster than a Dev who is empathetic to their consumers. With the new update it not only adds a f**ck load of cool stuff, but it also repairs the major stability problem! Which was my chief complaint. Now that it's fixed I have no reason not to completely RECOMMEND this game. It's choked full of customizing options and runs with the popular voxel world full of movable blox allowing you to build whatever you wish. Go around completing quest, digging up ore, slay monsters, no body cares, it's up to you. Worth the money and I'm glad I'll be able to waste countless hours into the world of Vox uninterrupted!. A pretty good time killer and quite challenging in the later levels. The game has a nostalgic feel of the good old RTS games.

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