### Very Real Chess Download In Parts



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## **About This Game**

**Very Real Chess** is one of the first Virtual Reality chess games created specifically for a Steam VR experience. Compete one-on-one with AI in a fully featured chess environment.

# **Key Features:**

- Move around in a simplistic room-scale or standing-only game environment
- Play against the computer with one of the best AI in the world -- the Stockfish chess engine
- Play on either side as white or black
- Wrong move detection tells you when a move is not possible

- Overhead view allows the player to see the chessboard from above like a traditional 2D chess game
- Interested in developing your own virtual reality experience? Very Real Chess is released under the GPL 3.0 license, so contact the developer for source code!

Title: Very Real Chess

Genre: Indie, Simulation, Sports, Strategy

Developer: Zachary Geier Publisher: Zachary Geier

Release Date: 11 Nov, 2016

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Minimum:

OS: Windows 7

**Processor:** AMD FX 4100

Memory: 8 GB RAM

**Graphics:** Geforce GTX 770

**Storage:** 500 MB available space

English







time to ask the big questions: when is liquidator 2, a remake of an retail duke nukem 3d mod that's only in russian, gonna get its digital re-release? 3d shooter legends denziens like me gotta know.. Welp...this is another game that I just finished a few minuts ago. My verdict about this game is that it's not bad....it's a pretty short RPG maker game (about 3 hours of gameplay), but there are some glitches in the game but since it's still an Early Access game I'm not gonna complain too much.

If you want to play a quick RPG maker game, then you should add this to your library and give this a try for yourself.. Not as good as Commandos 2, but still a good game. It tripped over itself in a lot of ways, but the heart of Commandos lives on in it, and it did improve on a few things that make Commandos 1 and 2 wonky.

Shadow Tactics is a modern version of this kind of game, and I highly recommend that instead if you haven't played it yet.. 5000 achievements just for starting... but it's only one achievement and it doesn't do anythign for you. The game is a quicktime event bonanza, complete with a total of one game. Repeated. Forever.. The game only takes about 30min to finish, was fun but needs more things to buy. Nice neon shimmer effects in a VR breakoutgame, cool.

Great start for a horror game! Enjoying the small puzzles along with the intense horror the game gives off. Graphics are pretty nice for a small indie team. Looking forward to the actual game!. This is the software God uses to make galaxies. Play in room scale so you can throw the star matter to form your own nebulae. Balance them on the end of your controller and maneuver them to your mouth and eat them. All the while listening to your favorite psychedelic music. Pink Floyd's "Wish You Were Here" works just perfect. Gotta try The Grateful Dead's "American Beauty" next. An essential Vive experience.. This game single-handedly made me support widespread deforestation.. yep i always wanted to expeirence how it will fell like to be a barber.. While I had a good time playing, I can't say I'd recommend this. Five Quests, three guns, two explosives (Don't get your hopes up, they're mines) and 10 levels of tedious pixel perfect clicking... and waiting... and dying. Other games have done this format better. Though I must say the metal music that plays during combat is pretty good.. Pros:

Pretty neat aesthetic

Action is fast and frantic

Easy to tell apart enemies and dangerous things apart from background [a lot of stuff doesn't get that right] Bombs also seem to work as shields, neat concept

It's functional and stable, never crashed, I never took a hit I didn't think was legit, and I didn't see any noticible bugs.

### Cons:

Once you destroy the boxes in 10 seconds the level is basically just the square it always is in these quickie twin stick shooters, and on top of that the enemies just go through most of the boxes.

The gun sound is really annoying, along with the constant screen shake and controller vibration

Enemies start rushing you down from off screen by the minute mark, needs a much wider field of view.

The song in the trailer is not the one in the game, one in game isn't bad, but it isn't dubstep and isn't as good.

No noticibly different enemies, they are all suicidal circles of varying size and health

Red boxes explosion managed to kill me from offscreen several times

Neat game, but needs more work, mostly in the variety department. You can't have a 3 minute twin stick without at least a few more enemies, weapons, or level design.

I generally use "I made a game with zombies in it" as my bar of entry at this price and this game doesn't match it.

I played around 20 rounds, longest survival time was 1:48. Pros:

Lets start by saying that's this is the best game out of all the metro series, They added a lot of cool of game mechanics. They improved the gun play so much it feels like your handling a real gun and the gun gets dirty so you must clean it so bullets don't get stuck. The the environments are as always very atmospheric and good looking as its one of the best looking games i have ever played. The game feels easier then the last two games by some margin, The story is so emotional and make's you care about your crew so much.

#### Cons:

The bad things in the game are it feels unpolished there are a lot of bugs and you get stuck in the geometry a lot some maps feels bigger then they need to, The game incentivize you to be stealthy which I'm bad at.

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I should have just got the straight game. As usual the Steam folks don't stand behind any thing they sell.

. Dear Valve, pls add same videos as first ( Dota 2 - The International - Player profiles) named from all days of the International. That's are so beautiful when showed Players and their heroes like a VP.God - Queen of Pain , EG.Universe - Tusk, LGD.xiao8 - Witch Doctor.

Dat starts of the days of International was so awesome to see^^. well, to beginn with this review i have to say that i am really dissappointed by the game! i know many people would just need one sentence to describe this game, but i don't think that it is so bad.

Yes, the game promisses more than it actually gives there is a screenshot about a train derailment near a sawmill, but it's not in this game! there has been one in the previous part, and this is the only part that really gives you missions you only can achieve with the Ladder Vehicle, i surely see that the game could be better, but knowing the companies that worked on it for a while i realized they never done something big and cool, those companies are known for makeing the worst simulator games on the market.

Compared to the current version of Emergency 2016 (Emergency 5 with a Upgrade), even EM 2016 is better and it has gotten a really \*\*\*\*\* path finding AI.

Dear Developers of Rescue 2!, please patch this game! you know that you keep makeing people angry by promiseing more than you can give those people.

i won't ever by any part of the Rescue game Series. i better stick to the Emergency Series and other Rescue Simulators.

To All people who think about buying, Don't Buy This Game! Buy Emergency 2016 instead of this game! there is even better and changeing music!

Thanks for reading

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