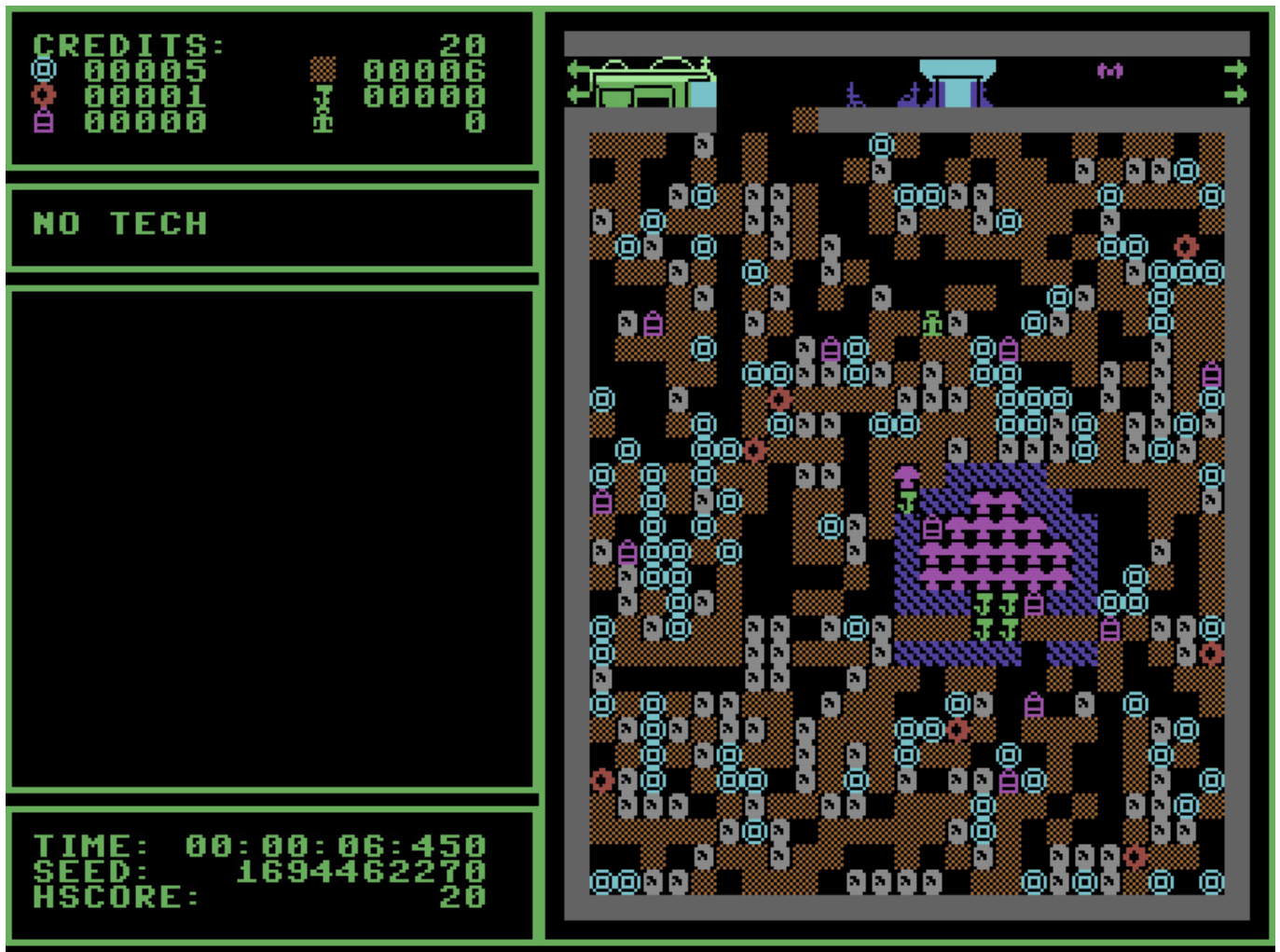


Vindictive Drive Download] [serial Number]



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## About This Game

Vindictive Drive is a Thriller/Action game with cyberpunk elements and Real Time Action/Stealth mechanics following Arris Fern, a young woman in her cold blooded revenge against her father, the president of the most powerful nation, for the assassination of her mother 12 years ago.

Completely consumed by hatred and resentment, Arris will use the most cruel methods at her disposal to achieve her goal.

## Features:

- Vindictive Drive's "battle system" rely on outsmarting security systems, avoiding cameras, and fooling your enemies using your computer and jamming devices, leaving the pistol as last resort.
- Stealth is an important part of the game, you will be able to disable alarms and create distractions.
- Story rich scenarios and suspense.

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- Talkative and friendly NPCs.
  - A lot of illustrations and animations made frame per frame.
  - Arris' very sour behavior.
  - Multiple endings.

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Title: Vindictive Drive  
Genre: Action, Indie  
Developer:  
Secret Society Games  
Publisher:  
Sometimes You  
Release Date: 15 May, 2017

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**Minimum:**

**OS:** Microsoft Windows 2000 / XP / Vista

**Processor:** 1.0 GHz Intel Pentium III equivalent

**Memory:** 256 MB RAM

**Graphics:** 1024x768 video resolution

**Storage:** 585 MB available space

English



11/55









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As of now I cannot recomend this game. I will change it when i see fit but as of now there are only 3 levels, about an hour od gameplay. When the dev's add actual content to this great concep and visually appealing game that has so much potential, i will be 100% for it. Try the demo however, it is really fun and thats all you really get from purchasing... It feels like a demo.. Amazing game.. This is for shure my favourite in the zombie/alien shooter series. Most of the other games of this series are good though.... It blows my mind that one guy did all this and I admire his talent.

That being said, this game feels clunky and incomplete even for an early access. If the dev invests his revenue back into the game this could be something truly great. But at that point you're basically gambling on faith that he'll do that. I've seen early access games with more momentum than this one go a ss up. Hopefully that isn't the case here.

#### PROS:

- + Great graphics
- + Interesting story
- + At a \$12 price point, I'm getting way more fun than I would at the cinema

#### CONS:

- Immersion is broken c o n s t a n t l y
- The voice acting ranges from professional quality (main character) to just awful (slave woman). When the NPC's do talk (rare), it's very flat and not convincing.
- Dogfights are fairly repetitve and I've only gone up against two types of enemy ship as far as I can tell
- Currently no controller support
- Very little objective tracking when on foot. I've spent most of my time so far looking for the next contact to talk to
- The alien races look like something a 10 year old would come up with. One race is literally the cliché big headed alien with skinny limbs and big eyes. As far as I can tell, they're all humanoid. Takes me right out of the game every time I visit a space station. (spoiler-ish statement ahead) Also in the span of like 10 minutes you go from being told you're the last human alive that has no experience flying fighters, to docking at a space station full of humans and the main character is just like "sup humans, I'm a professional fighter mercenary. gimme contracts". Lol wtf? (end spoiler-ish statement)
- On the topic of space stations, they're awkwardly silent for being bustling commercial hubs. The quiet is broken up by a loop of unintelligible background chatter, which I'm assuming is supposed to be aliens talking in a language that I can't understand (even though I'm wearing a helmet that interprets languages?).
- The frame rate is capped at 35 for physics reasons? I hope this changes in the future

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I could keep going but I would just be rehashing things other reviews have pointed out. Again, super impressed at this guy's talent and I hope he does well. But I would not be able to recommend this to anybody with a straight face.

Overall this game could be something great but it will take a huge investment and a lot of changes. Realistically those changes will be too much work to pull off. It will probably settle around the \$10 price point and be something that you buy if you're a hardcore space fantasy fan and have money to burn.. I REALLY wanted to say good things about this game, I really really did. It had fantastic writing, it really did. I don't care about it's lackluster animations that tended to be awkward, I don't care that sometimes things didn't make sense. The story was told VERY well and was quite good, it honestly was. The puzzles were fun too, not too hard, but still requiring thought.

But... Alas, I have to not recommend it, and I feel horrible doing so. The game.. It basically sets you up for failure. You get so excited reading the description of the game, so excited as you play through, so excited to see the supernatural and horror that awaits, the story unraveling perfectly until...

Well, I don't want to spoil it, but it really feels like a slap in the face. Such an abrupt ending, just everything is done. All the things you look forward to never happened, nothing really spooky happens, nothing is resolved, it leaves you feeling cheated and saddened.

I sort of expected the title to play into the game. Somehow your alterego played in or something. I was excited for the dynamics of that. But.. It just fell so short of all my expectations. Nothing supernatural, nothing that fun.

I have to reiterate, it did have some great points.. But it just made you feel even emptier when you finish it all.

Also, I know this is a small thing, but its title never played into the game at all. There's no "alter egos" in this game.. Well I really wanted to know what KennyS and s1mple life's was and thanks to Valve for making this kind of effort I really liked this

PEACE.. I was very excited for the release of this game - only to be met with extreme disappointment. I refunded this game because it had no official tutorial and you basically have to guess what to do and how to do it. Brief descriptions of tabs are not tutorials! I felt like I was set up to fail. Hopefully the developers will work to improve on it and maybe i'll give it another shot down the line.. Magnificent, extraordinary one in its type these words come through my mind when I think about this game. What astonishes me is the wonderful translation of a combat commanding at the brigade/division/corps level into game mechanics.

You are issuing commands at brigade level to your battalion commanders they might pass them down to company commanders as they see fit, it always generates some sort of extra chaos that you would like to micro manage but after some time you notice that commanders do a decent job in commanding on their own.

Another part of the features in this title is the latency of orders it takes a time to process the orders so your micro solution for chaos in the battlefield might arrive late and interfere with a current situation.

Making a long story short this game shows why it took around to twenty years to prepare divisional level commander to his job. It shows the importance of correct orders composition and a lot of staff work that was necessary to processes during military operations.

Pros:

Deep understanding of challenges at brigade level of command.

Detailed scenarios.

Extremely immersive.

Cons:

Difficulty

Extreme complexity

Price of extra scenarios

Definitely try it cause it is free at steam and if it fits you buy scenarios.. <https://youtu.be/a8BrTjjGKs>



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This turn based RPG offers an interesting take on the death mechanics, allowing players switch bodies (classes) before reviving. Disappointingly the classes play very similar in the RPGMaker ruts when most special abilities are just 'stronger attack, with different animation'.

The narrative doesn't respond well to the body changes either or players throwing round after round of bodies at tough enemies, which drains an interesting mechanic of it's impact.

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it's really a good channel. i really love this.

. better than clustertruck. Dumb Game. Good for cards and achievements. Thats it.. Overly simplistic QTE gameplay, 4 buttons, push the one that lights up, that's all the gameplay there is. The enviroment the gameplay is implemented in is what makes it interesting, because each succesful button hit equals to kicking a bad guy's♥♥♥♥♥in a cool way, or missing it causes them to hit you. The rythim changes based on the music playing, much like a Audiosurft of Guitar Hero titles work, and they have some really action pumping great stuff there to give your heart the bump-bump tempo while awesome (cartoonish) action is played on the screen.

However, being a low budget game, sadly it has some downsides. The campaign is exactly the same levels twice from half of it, with the same music, just with a different character (=skin, nothing else), and I think I counted 2 max 3 bands playing all the music in the game, and that's a huge negative for a game that is based on music. The lacking variety of artists really makes the whole thing feel like you are listening to Blue Stahli's Kill Me Every Time, and then 20 times the slightly different remixes.

It's a pick it up once or twice and be done with it game, definitely worth picking up on a nice discount if you are looking for a relaxing yet at the same time adrenaline pumping simple game.

It's subpar compared to the other bigger titles that made this genre popular (Audisurf, whatever guitar controller game you can think of etc.), mostly due to the very-very low number of artists and tracks (24) that mostly all sound the same with one or two exceptionally good one. You can add your own songs however, but I got bored of it before I reached that point that I'd want to try. Doesn't means it's bad, it's just this long these type of games last for me.. Nice game, just finished it

- + Love the music, developer gives a player, really appreciated
- + Simple mechanics, no headaches (can be a minus)
- + Bug free
- + Some events are great

- No real story, more a funny presentation

- Static fights, even if you get used to it. Finished the game and loved it! Very well done!

This game was created in Unreal Engine and I work in it and the Dev's did a great job, they put a lot of effort into this game.

I highly recommend this game and it's a showcase to VR. (I use the Vive Pro and it worked great)

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Game of the Year

Worth getting Deluxe V Pre-order for all these bonus items. Awesome graphics.

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