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About This Game

In this game you have to find seven artifacts, which, according to legend, the need to create a cure for the virus, which is rampant in many star systems.

To do this, you have to fly a dozen star systems, dozens of planets to visit with different climates, search the abandoned stations and lunar bases. Somewhere you will be trapped hostile-minded creatures, and somewhere in the environment itself is opposed to you.

You need to be constantly maintained at a level of oxygen reserves and life support systems, both on the ship and the main character.

In search of artifacts you will be find black boxes left by previous searchers, whose efforts have been unsuccessful. And also do not forget about the search for dark energy and matter are brought together, you can create antimatter, with which you can make jumps between star systems.

And, of course, you can just take a leisurely stroll, flying around a pulsar or black hole, walking on new worlds.

Features:

At some locations you can hear the real sounds of celestial bodies (electromagnetic waves transferred to the audible range), such as a pulsar, black hole sun, the magnetosphere of Saturn and others.

Title: Infinitum
Genre: Action, Adventure, Indie, Simulation
Developer:
VGstudio
Publisher:
VGstudio
Release Date: 4 Jan, 2017

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Minimum:

OS: Windows Vista, 7,8,10 (64bit)

Processor: Core i3, 2.10 GHz

Memory: 4 GB RAM

Graphics: nVidia GeForce 610M 1 gb ram

DirectX: Version 10

Storage: 6 GB available space

Sound Card: The sound device compatible with DirectX® 9

English,Russian

Ron Mumford

Richmond

Australian

Richmond

Ron Mumford

Player History

Player Info

Name	Ron Mumford
Age	30
Number	27
Position	FF
Height	175cm
Contract	1 Years
State & Pref. Team	VIC; Geelong
Salary	\$120,000
Extension	\$126,000, 4 yrs.
List Status	Normal
Years with Team	10

Player History

Wk 1 2025	Renews contract with Richmond for 4 years
Wk 10 2022	Out 4 weeks (Elbow Dislocation)
Wk 21 2021	Out 4 weeks (Toe Fracture)
Wk 11 2021	Won Player of the Week
Wk 2 2021	Renews contract with Richmond for 4 years
Wk 39 2019	Promoted from rookie list to main squad
Wk 39 2018	Retained on rookie list
Wk 34 2018	Won Richmond best and fairest
Wk 45 2017	Drafted #102 by Richmond (Rookie Draft)
Wk 34 2017	Won Nightcliff best and fairest
Wk 22 2017	Named to NT Team of the Year
Wk 7 2017	Won Player of the Week







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Being a huge fan of the SCP foundation I was thrilled to see a VR game about the one SCP that truly terrifies me and makes me scared of stairs. For being an early access game and being quite short, Iu2019d say it was definitely worth the \$15. There is definitely room for improvement and I can see this game being a hit in the SCP community in the future. My only complaint is how you pick things up, using the grip buttons is a little uncomfortable, especially for the items that you have to hold down the button to keep it on your hand. All in all, this is a great game and I 100% recommended it to anyone looking for a good scare. Brilliant, vibrant, adventurous game crammed full of ideas! Has a great overworld map that allows you to explore and discover new levels and secrets tucked away in all the nooks and crannies. Every level is distinct, with its own music and sense of place, and lots of different mechanics and structural setups. The world oozes charm, especially all of the cool characters you meet.. You die and die and die. There's no resource info. You can't save. No cheats. Lame.. A very nice little roguelike - the UI is quite clean and usable once you get used to it (much better than Dungeonmans, which I love but you're always fighting the UI and graphics).

Mechanics are much clearer than in Dredmor - you can almost always guess, or should have been able to guess, what weapon type or magic type some mob you haven't seen before is vulnerable to.

When you start, it'll feel too lean - OMG, only 3 classes, only three spare inventory slots, no potions, not a huge map? But it opens up - you can find inventory slot expansions, for instance. There are lots of different terrain types, lots of little environmental puzzles, and it's great fun to just blow up the map with your earthquake spells. You'll find out the maps are just the right size - by the time you're tired of this level it's time to move on to the next. And each of the 3 classes is very survivable.

There's also a continuing 'plot' - not a heavy one, but there's a goal, and antagonists who will torment you over the levels... Hell, it's well worth the asking price! If you're bored of Dredmor, Maj'ael, and Dungeonmans, this is your next stop.. This is the perfect game for any Scoop wanting to indulge in more Scoopy Goodness. chock full of referances and easy to learn gameplay and randomised bosses that can be quite challenging make for a great all round experience. Even if you're not a scoop or are simply unaware of the referances you'll still get a kick out of this game.. I dont like this game and i dont think you should play it cause the controls are bad and its just not very good.. Meteors hit France while listening to the story of a gay nazi lad.. Very fun game, Really enjoy playing it trying to build a base before being inevitably destroyed because my cannons refuse to fire. :). Pros + Very addictive - frustrating and entertaining

- + Beautifully put-together
- + Well-programmed
- + Great visuals
- + Great voice acting (discount Cave Johnson <3)
- + Brilliant music and SFX
- + Keeps you on your toes
- + Dat level editor, doe!

Cons

- Controls are a little counterintuitive at times
- Start cutscene is a bit glitchy
- Doesn't play so well on a sub-optimal computer - needs optimising
- The difficulty curve is pretty steep (not a con, just means the player has to learn quickly)

Overall, a fantastic, entertaining game which has clearly had a lot of time and effort put into it, and one I imagine I will play a heck of a lot more in the future,

My score: 7/10

Awesome bonus story.. i touch myself as i play this game cause it makes me so erect that i cant help but jerk off to it as i play. ive never been so horny as when i play this game. every woman i have slept with cat get me nearly as horny or erect as this game can. when i play i feel as though im flying through the sky on a unicorn with its horn up my♥♥♥♥♥ my god i love the feeling this game brings to me. o my god is all i can say. please oh lordy i hope i dont go to hell for plaYING THIS GAME CAUSE WE ALL KNOW HAVING THIS MUCH FUN IS A SIN IN THE EYES OF OUR LORD AND HEAVENLY FATHER. im sorry for the caps i accidently hit it and didnt want to go back and erase what i had already written in fear that i might forget what i had written.. Left-Hand Path is a wonderful example of the endless possibilities of virtual reality. It is inspired by the Dark Souls series but clearly manages to carry its' own weight by introducing a highly efficient spellcasting system. Using the motion controllers to trace runes, sigils and protective circles in the air you cast an assortment of spells and rituals that will help you explore the ruins, dungeons and deserted cities but - more importantly - wreak havoc on the many different creatures you will run into on your travels. Spellcasting is truly fun and exciting! Trying to shoot down an enemy which is slowly creeping up on you, while frantically trying to make the movements for the correct spell is really an unforgettable experience.

The game uses a great lighting system, has superb voice acting and generally oozes atmosphere and although the graphics of some of the environments lack in detail, the world is filled with interesting scrolls to read, NPC's to barter with and complex puzzles to solve. There is an enticing upgrade system, which uses the games' currency (Husks) to increase the effect and potency of your spells and rituals. These choices really feel interesting and offer more than just a simple increase in damage or efficiency.

Movement plays a big part in the game. Thus, it is a standing, room-scale experience. You will dodge arrows, crawl through secret passages on hands and knees and make big movements for rituals and spells. I had to upgrade to a third sensor to get the most out of this. With only a front facing setup you will most likely not be able to experience the room scale environment and will frequently run into immersion-breaking stuttering.

Overall, this is a fantastic RPG experience that should be played by anyone who is interested in the genre. It is a difficult (and at times quite frightening) game but never unfair. Finally, the developers (a small studio) are amazingly friendly and supportive. I've ran into a few problems during the game but they quickly helped me find my way again by giving advice. They are also very much open for feedback and have used this in the past to improve the game. Now if only they would give me a spell of instant wraithslaying so I could skip that horrendous (in a very good way) deserted village....

Good\u2665\u2665\u2665\u2665\u2665\u2665.love EG. Nice little game.. Only got this as part of a cheap bundle. It controls horribly. You use left click and right click to pivot your spaceship left and right. I unlocked the first new ship and it travels faster but also pivots faster which makes it even harder to control. The game is pretty boring. All you do is try to pick up glowing orbs while avoiding asteroids. It's also buggy. When you die in the newer spaceships you revert back to the default spaceship until you go back to the main menu.. This is worse than god damn sonic the god damn hedgehog i wasted some amount of money and i regret the purchase no matter if the price was 30\$ or 10 cents. i would go back in time and shoot myself in the face if it meant i wouldnt have to buy this ♥♥♥♥♥ game.. Got refund after 16mins of play, game needs alot of work,idea is good but it's nowhere near ready for distribution. I could buy in future if devs see to all the problems but at this time it's just not worth it.. Except for the save level loading crashes not a bad little diddy.I am hoping there is more content coming because there are only 3 levels at the moment.No options or instructions so you have to guess a lot.If you are familiar with FPS controls you won't have any problems.Nice small level layout,great sound,and nice logic puzzles.(NOT the kind that will drive you to commit genocide) :) 8\10. If you've ever wanted to play as a vascular, ripped, violent female Barbarian who goes round tearing up dungeons, then this is certainly the game for you! A definite ten out of ten!!!

<https://www.youtube.com/watch?v=y5M1VQ2vNII>

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