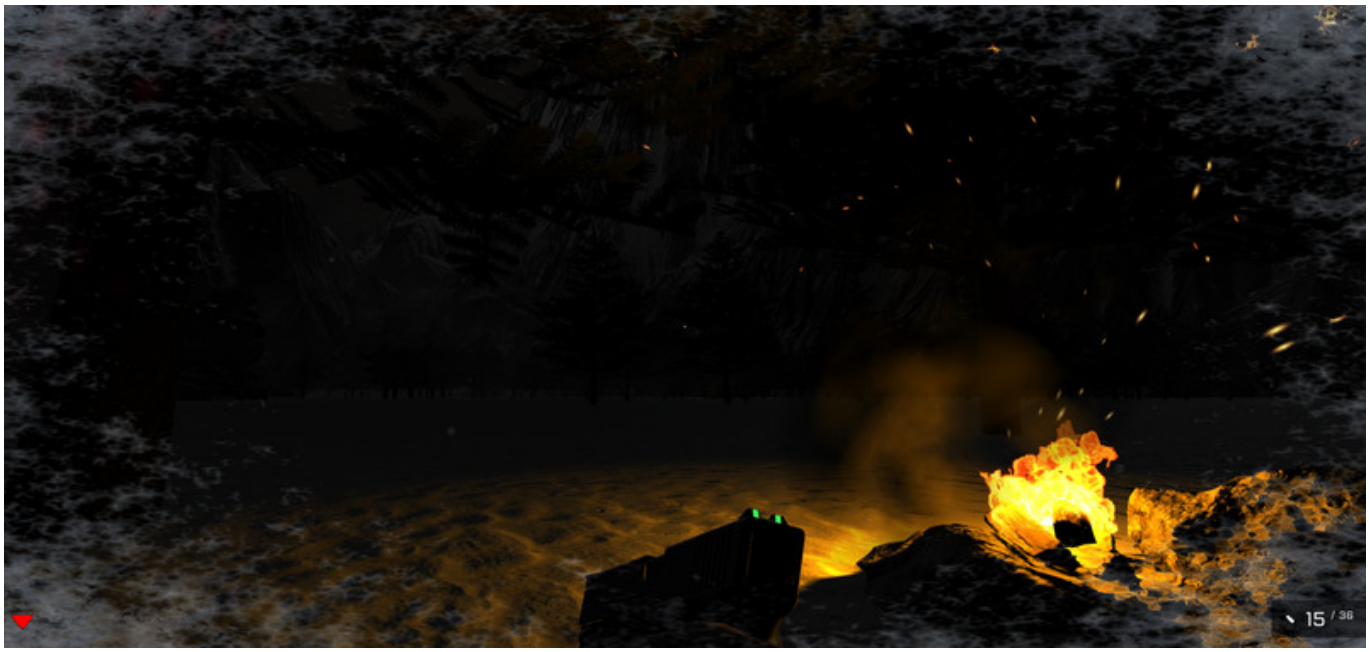
V.T. Activation Code [addons]



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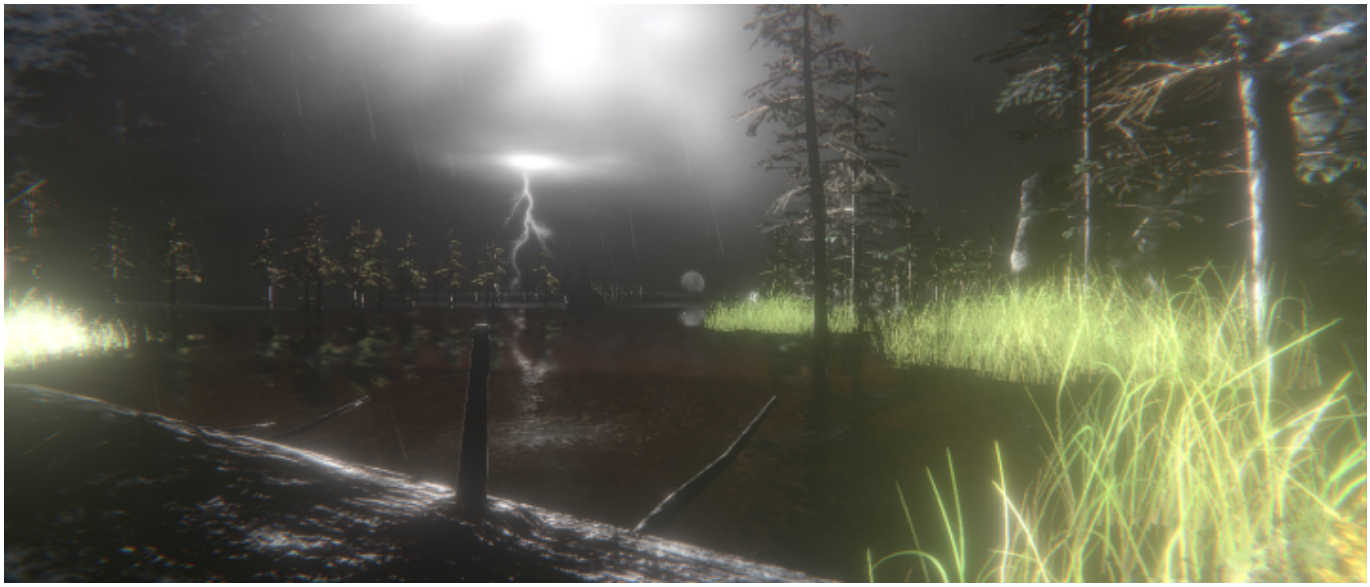
About This Game

V.T. is a game where you live through the eyes of the protagonist throughout various horror stories a mix of fiction and non-fiction. Survive and explore the worlds within each story as you navigate unique sandbox environments with utterly terrifying atmospheres. You will be scared and you may not survive. 1-8 players currently.

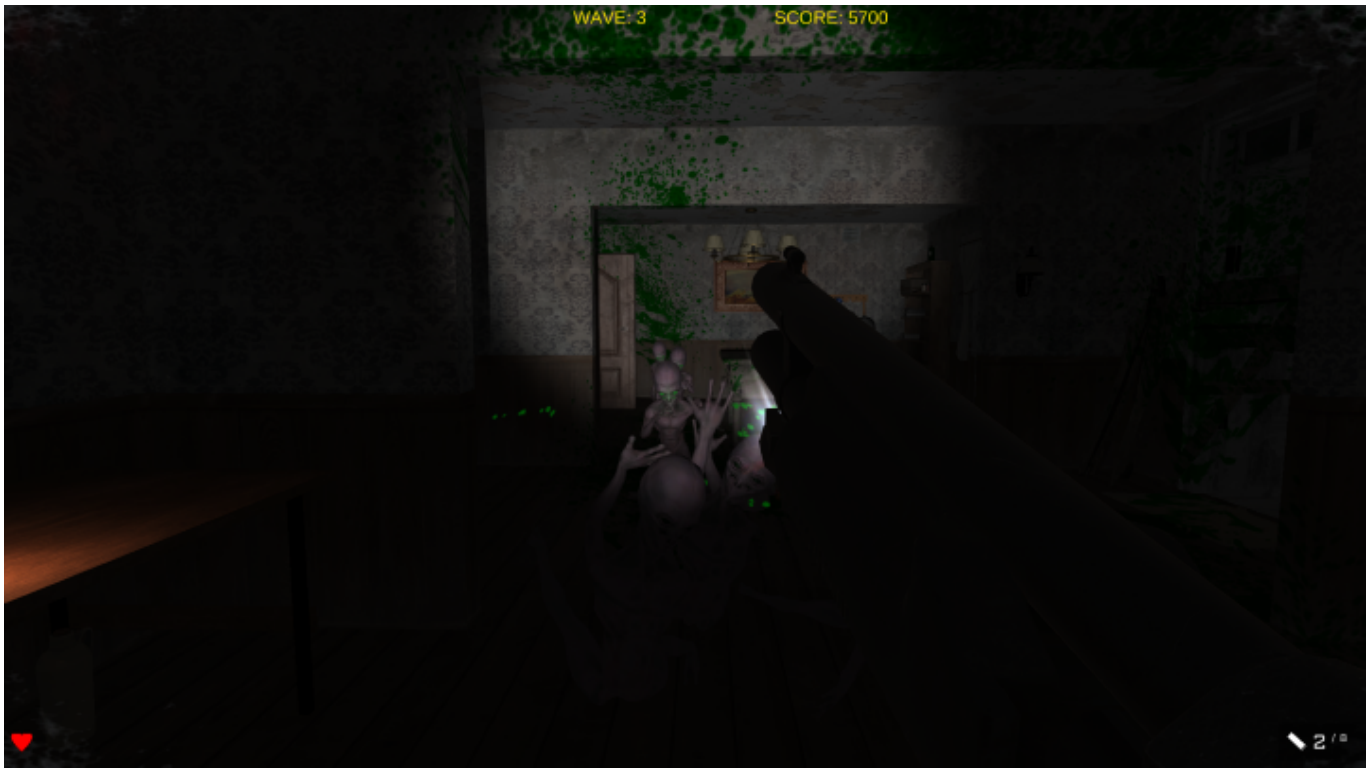
Have feedback or ideas?
Start a discussion!

The House (Single Player - Story):
You play as Tom a retired Air Force pilot. Tom is in his truck on the way home from visiting his parents over the holidays. He has decided to take a shortcut through the Rocky Mountains during a snowstorm...

Black Water (Single Player / Multiplayer - Story):
Atohi is on his way to a national forest in Utah. He has been driving all night through a unrelenting storm. Unbeknownst to him, he is being followed by a Skin-walker...



Paranormal Invasion (Multiplayer - 3 different maps):
In this mode you defend your location from waves of paranormal attacks. Weapons and ammo will appear in various locations along with increasing attacks.



Key Features:

- Cold System
- Paranormal Creatures
- Challenging problem solving
- Crisis management
- Permadeath System
- First Person Shooter (FPS)
- Exploration
- Environment Interaction

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***Note**: This game can be very dark depending on your setup. There is a brightness manager on the main screen. These settings will persist throughout the story. It is important to set the brightness correctly, setting it too high or too low may result undesirable game play.*

There is also a particle manager where you can dial in the amount of particles (such as snow or rain) you want for a given story.

WARNING: This game may require patience and critical thinking at times of high stress or crisis. If you are easily frustrated this game may not be for you.

DISCLAIMER: This game is not recommended for anyone with a nervous disorder, epilepsy, or any other condition that may be induced from being intensely frightened.

Title: V.T.
Genre: Action, Adventure, Casual, Indie, Simulation
Developer:
Revmatek
Publisher:
Revmatek
Release Date: 17 Dec, 2018

b4d347fde0

Minimum:

OS: 64bit OS - Windows 7

Processor: Intel i3

Memory: 4 GB RAM

Graphics: NVIDIA GTX 780 with 4GB Memory

DirectX: Version 11

Storage: 8 GB available space

Sound Card: Best played with a sound card that supports surround sound or 7.1 emulation

Additional Notes: Performance Requirements

English

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ijesztően szar. Has potential. kind of. Needs lots of work tho. Monsters just run randomly around. In multiplayer monsters would only run at and attack one player till they died then they switched to the next player. They literally pushed me out of the way to go attack my friend.. Crashes directly after opening cut-scene. Literally unplayable.. Great game! Exploring/problem solving along a main story line with plenty of depth and rewards for exploring further. Great atmosphere achieved by the developer for the different stories developed so far. Recommended!. Well I must say yes this is a good game, Horror Puzzle but there are some bugs that need fixing, also to add the pistol i could not find but found 100's of ammo for it and for some reason where the dead guy with the axe, if you keep walking that direction there is a Camp of some sort with like a sheet flapping in the wind but you can make it there without freezing to death for some odd reason. I found all weapons, beside pistol, Axe,Wrench,Shotgun plus items like the Lantern. This Game is worth the Money but still needs Work. Good Job Creator. I Highly Recommend This Game To Everyone. Hands down money well spent. This Review is for only for the first 30 mins. Also this game is based on a true story which makes it better. I dont want to spoil anything so that is why this is not a walkthrough. Once again This game was great.

https://www.youtube.com/watch?v=QILrQlDdIDQ

I love this game, have only played "house" so far and am doing a few let's play episodes on this game (will be up in the next few days). I love how most things are very logical like finding the gun in the house. i found bullets then had a think about where someone might keep their gun and sure enough it was there, same with the gasoline. so far great but havent finished house yet and havent even started blackwater.

ONE MINOR ANNOYANCE, and i promise it is quite minor. at the tunnel section i ran myself over exiting the vehicle going at a snails pace. was kinda annoying since there is no save mechanic. that is all. ive got three episodes recorded and will finish House soon.

If anyone is reading this wondering whether to buy. trust me its got consistant mechanics, hours of fun, logical (sometimes illogical) puzzles and a whole bunch of scares. <3. I start the game but I can't play it :(
it just frezzes
. It's a bit expensive for an early access indie game, I still like it though. It is cool seeing it slowly develop. It has improved a lot in the last couple months. My biggest complaint is that it is not obvious enough when you are being attacked. The person you are playing remains silent and the alien creatures are not very loud. I end up being attacked from behind and not noticing until blood appears on the screen.. Hi, bought a copy of the game for my friend and I. Hoping to find a good Scary game to play on BUT it feels Unfinished/ glitchy and released too earley. ....Not hating on the game as it has GREAT potential! I can't recommend the game at the moment in time till the game is improved and becomes more playable and please sort the multiplayer out . (fingers crossed the game will be upgraded or patch up /improved then i will return and play this game)

*****PLEASE READ ALL COMMENTS**** My questions have been answered .. crashed my computer. i cant play the game it crashes on start of a level

Version 5.11.2019 Update:

- Changed some DX settings to improve loading
- Fixed issue where you cannot bind the left shift key

Have questions or feedback?
Start a discussion!. **Version 1.5.2019 Update**:

- Removed Barn stall doors to prevent hiding
- Moved Corn Farm Lobby camera so that it doesn't have to render so much corn.
- Increased health of some aliens so they can kill you more.
- Moved precariously placed objects away from bottlenecks to minimize getting stuck when rushed by aliens
- Moved shotgun ammo on corn farm to a more convenient location when the barriers are up
- Added extra colliders to objects in proximity to the barn wall to prevent getting stuck
- Multiplayer will now start with more pistol ammo to offset increased enemy heatlh
- Decreased hit box size slightly on all aliens
- Corn LOD is now more aggressive to improve performance when staring at Corn.
- Decrease enemy attack interval (decreased damage)

- Decreased durability of crates to prevent exaggerated smashing times
- Zombie death bug - damage handlers will now do additional synchronization for health
- Death is now a network synced event (vs just syncing health)
- various optimizations for "Corn Farm"

Known Issues:

- Occasionally with low connectivity weapon sync does not go through. In this scenario the next time the player switches weapons it will sync up
- If you are downloading a large file while hosting, players will be unable to join (don't do that)

Plans for next patch:

- Add kill cam so that you are not staring at the floor when you die.
- Blackwater optimizations
- The House optimizations

. **Version 11.17.2018 Update**:

- Climbing Support for multiplayer
- Added Wolf Idols to Black Water
- Added Wolf Idol Achievement
- Added Steam Join Manager to main menu (for auto load / join)
- Disabled VSync / 60 fps frame cap.
- Church Aliens will no longer be smeared in blood
- Hatchet Mountain Development

. **Version 9.10.2018 Hotfix**:
Fixed issue where truck in tunnel brutally murders driver at low speeds.. **Version 7.12.2018 Update**:

- Added ability to pickup axe,
- Added ability to pickup wrench,
- Fixed snowman collider,
- Added more breakable objects

. **AI Update**:

The AI update is here! The House now has improved AI.

AI will now:

- Open doors,
- Avoid obstacles,
- Scream at you for no reason,
- Run away and hide,
- Seek you out like the terminator,
- Jump on the bed,
- Other interesting things

Future plans for AI include:

- Upgrading other non-common creatures at the house,
- Window interaction (maybe),
- Throwing objects,
- Improve Door interactions

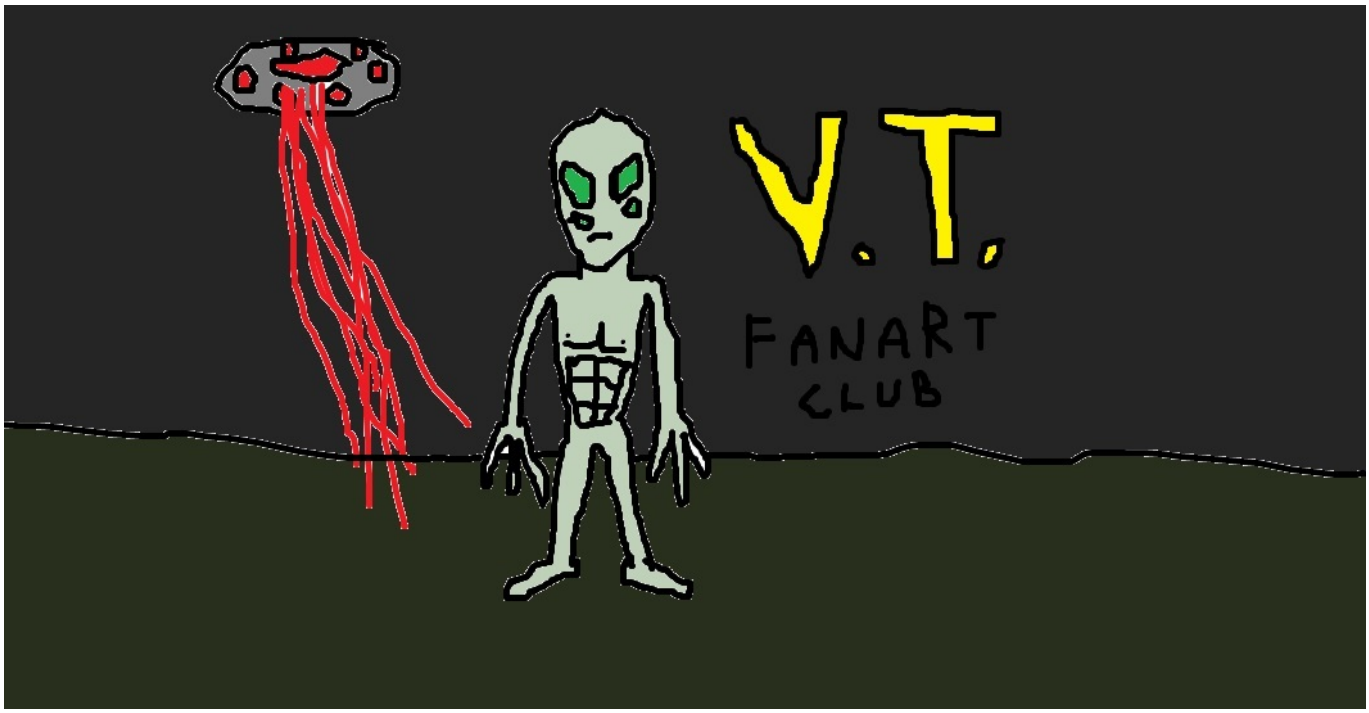
This AI improvement is needed to make the encounters more unique and immersive. This upgrade will also allow for easier integration of locations like the house and the church when adding them to Paranormal Invasion.

The current plan is to complete Black Water (a shorter story) and then enable the Paranormal Invasion maps with the new AI upgrade. Once there are a few locations out for Paranormal Invasion development on Hatchet Mountain will continue.

Feel free to provide feedback!
. **Version 1.29.2019 Hotfix**:

- Fixed bug where skinwalker would sometimes attack where the player was instead of where he is currently.
- Fixed issue with Corn Farm UI
- Added fan art to fridge in "The House"

Fan Art by Taneli:



Have questions or feedback?
Start a discussion and I will fix it!

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