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## Chambered Download For Pc [full Version]



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## About This Game

Chambered is a single-player, story-based VR shooting game with an emphasis on weapon progression.

You play as a new recruit on Kochova Station going through the first day of Virtual Arena Training when the ship is taken captive. You need to fight your way through the training arenas before it's too late. The whole station is counting on you. Can you escape The Chamber?

### Features:

- 13 guns to unlock and shoot
- 2-3 hour campaign
- Designed for trackpad locomotion (Move-In-Place also supported)
- 13 replayable single player matches to fight through
- 140+ weapon attachments and skins to earn
- In-game tutorial system and gunrange

Please note: This game is single-player ONLY. Chambered pits you against AI so you never have to worry about empty lobbies.

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Title: Chambered  
Genre: Action, Indie  
Developer:  
SegFault Games  
Publisher:  
SegFault Games  
Release Date: 19 Jul, 2017

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 10 64bit

**Processor:** Intel i5-4590

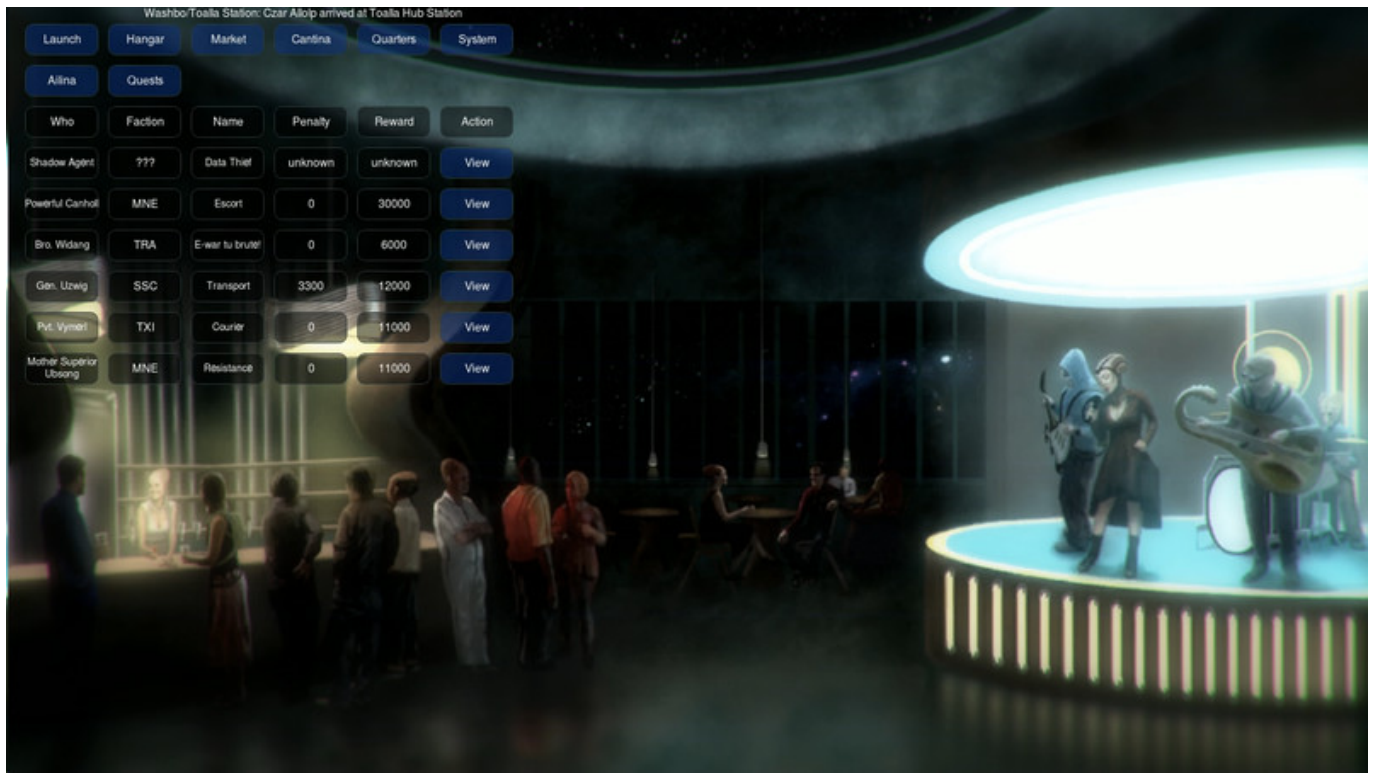
**Memory:** 8 GB RAM

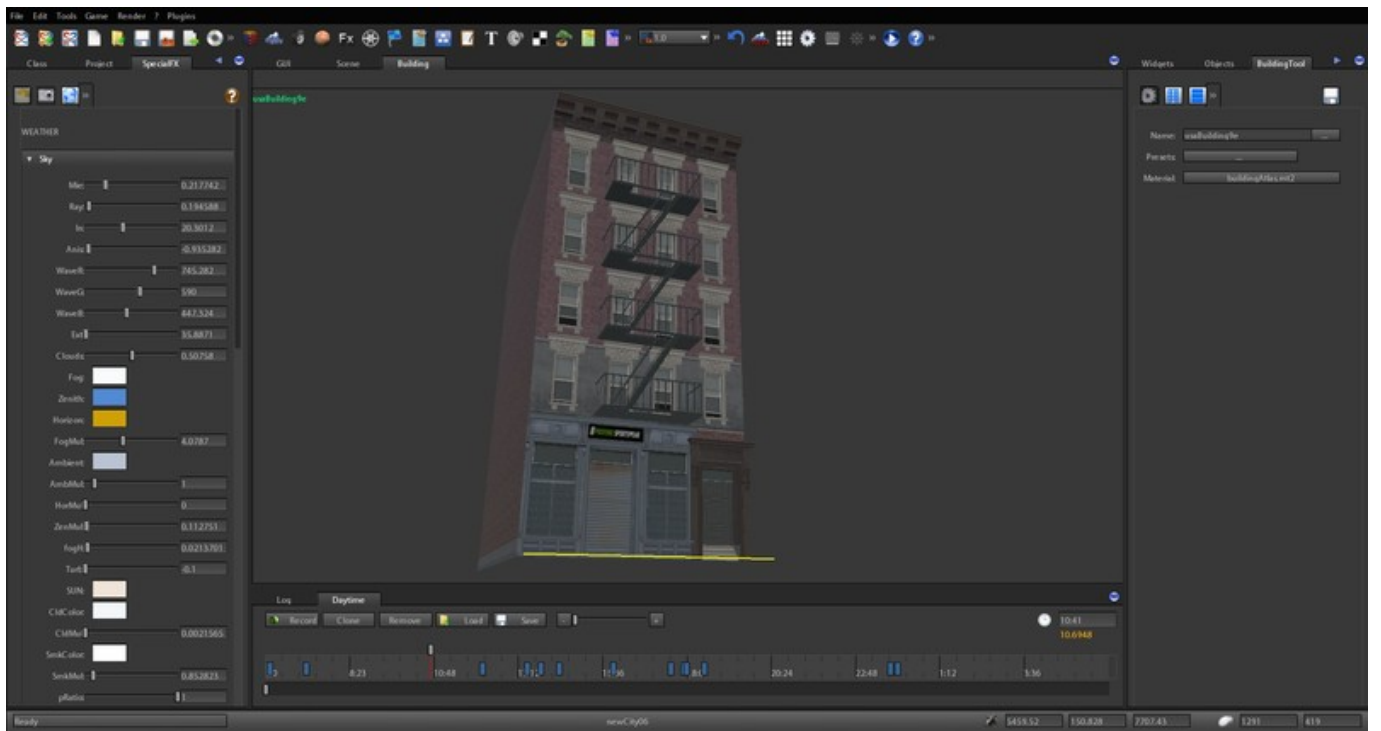
**Graphics:** NVIDIA GeForce® GTX 970 / AMD Radeon™ R9 290

**Storage:** 4 GB available space

English







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20 hours in and I have a very good idea about how I want to review this game. It's a top down, dungeon crawler. Loot heavy type of game. If you've played Diablo, Torchlight, Darkstone, etc. than do I really need to go into detail about what kind of game this is? No, didn't think so. Okay, I don't recommend it and here's why....

#### The Bad:

1. The weapons. These include sword, axe, bow, spear, chakra, staff, and throwing weapons (wands fit into this category). Let me elaborate. The spear is a two handed weapon, but it gives you no perks in being two handed. It doesn't hit harder, and you don't get to hit an enemy two squares away from where you stand. Staffs are the same thing. So, you're not even going to use them because the sword and axe at least allows you to use a shield. There's no two handed swords. You're not going to use the throwing weapons because they have a max of 5 ammo. That's right, you find an amazing throwing dagger, and you can only use it 5 times, and it's gone. GONE. Wands are the same way. Bows don't use ammo, so you're going to use bows. So, you only look out for a new swords, bows, axes..that's it. The Chakra is to laugh at because it's SO weak. Who cares if it hits multiple enemies if it doesn't even put a dent in them, it's worthless. Weapons suck. Oh, yeah, I'm lvl 40 in the game.. max is 50, and I've only come across 2 wands.

2. The gear. This is a dungeon crawler and you want to get that new gear right? Well, there is some good gear, but here's why it's bad. It'll have a rank, say 30 out of 35. It'll level as you get hit or walk for boots. When it ranks up, it'll open up a new random enchant. That's right RANDOM. So this is where you'll get\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665 I have an epic chest piece, and it's at rank 34 of 35. I find a new chest piece, and I'm like, but I really like this armor that I have. I'll wait and unlock the last enchant before I make my decision, and it happens, and you'll get\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665 if you're unlucky. It unlocked Wands +1. Stupid Wands.. WTF am I going to do with a dumb enchant like that when wands are so extremely rare and not even worth using. Now, if you're even luckier you'll find gear with Slots. Good luck with that though because they're even more rare. Yeah, I have a socket item that gives you an extra turn every 11 turns that goes into boots. Yet, I can NOT find a pair of boots with sockets that are worth a damn, they are SO rare to even have a socket anyway. You're better off just hoping that it'll rank up and unlock this perk. Oh btw, there's NO RESIST MAGIC GEAR AT ALL. Just take it like a champ, and beef up that ice shield.

3. The story. It's boring. It's not confusing. Evil wizard takes over, you fight other wizards to finally get to end boss, everything else is meaningless and who cares.... When you beat on of the 6 school of magic wizards and go back to town, everyone in town has something stupid and meaningless to say. Yeah, yeah, just let me sell my loot...

4. The enemies. There's only like what 10 different enemies or something. The ones that ram you are the worst. They knock you back a square, so you better have a bow, and you will, because it's only one of three weapons you're ever going to use. The wizards you fight, which are cheating bosses, all look the same with a little twist here, (i.e. oh, they're just different color.) They use the same magic as you can, except they get two hits every turn, while you get one. Maybe three even, cheating bastards. Copy and Paste, boring... I think I came across a total of 2 elite enemies the ENTIRE time I've played this game.

5. Attributes. There's 3. Strength, Stamina, Finesse. I can't spell. When you level up you get 4 points to put where you like. Just put a point in each and one more in stamina the whole way through the game because you're not going to specialize in anything except....

6. The magic. There's 6 schools of magic, and you start off with fire. I haven't even unlocked two types because I'm never going to use them. The best is Ice because it offers a shield, chance to freeze, and to do OP damage to baddies if you freeze them. Second is Life because of the teleport heal which will get you outta situations and the Swarm is nice. Fire is third, and Sky is 4th. Screw the others, don't waste your points into it. When you level you only get 3 points to put where you like. NOW, where do you think they're going to go? That's right, your Ice Shield EVERYTIME, Your teleport Heal, EVERYTIME, which gives you one more? that's right FREEZE, EVERYTIME. Also, your magic uses ammo vs mana, and ammo is so available in late game, but it's a dumb idea because it takes up bag space.

7. Maps are redundant. They look the same after while. The stuff on the ground throughout the map has no interaction. You may come across a trap here and there, but ooooo, it's not going to really effect you. The map will also get in the way. You're unable to rotate the camera, so if there's an enemy by where you can select your weapon/magic, you'll do that instead of shooting them with your bow. If they're up at the top right, the mini map will get in your way.

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8. The game. Yes, the game itself is BORING. IT sucks. I'm sorry guys, it does. I'm bored as hell with this game. IT's like they didn't even do their homework on other games in the genre. They put a twist on it like depth perception and making it turn based which is w/e it works but there's still WAY better games out there. This game was like \$15 bucks. Yeah I paid \$5 for Torchlight 2 and it's 100X better than this game. There's even mods for that game. This game here doesn't have ANY replayability. You're not going to do ANYTHING different the second playthrough that you didn't do the first time. why did I buy this game. That's it, I basically told you everything that's in this game. You go into a dungeon, click, click, click, click, click, take a potion, click click click.. damn where's that last enemy or chest, go down some stairs, click, click, click, click, boots leveled up, oh nice.. +1 to Wands..... click CLICK, CLICK, CLICK, come on come on.... Click Click... same enemies, hate the ones that ram me... oh okay boss, finally something fun... CLICK, switch to it's weak magic if I took it, click, click, click, potion cause pet is about to die, click click, and BOOM dead, click leave dungeon, go back to town, shut up shut up, want to see weapons.. ALL..sell sell sell sell sell sell, upgrade shop, weapons again... sell sell sell sell, rinse and repeat... Game sucks! If you're going copy games like Diablo or TL2, or even Darkstone, do you're homework and make it better than those.. Oh wait, you can't, because they already thought of everything. So yeah, by those games instead of this one.

#### The Good.

1. The Devs. Yeah I slammed your game and I'm not sorry. I like you guys though. Thank you for listening to my suggestions. If you want to listen to one more, then stop this game and go make something else.

2. Artwork. Love the artwork! That's the BEST thing about this game, the BEST. Hands down, you did a wonderful job Sir!

3. I was going to recommend that at least an eight year old play this, but that's only if they like turn based, if not, go play Disgea 1 or 2. If you don't like turn based, go play Torchlight 2 as it's not as dark themed as say Diablo. Plus you don't have to log into Blizzards horrible servers to play your game 8).

4. The depth perception is new and interesting concept of this game. Works well for this style but everything else just kills the game. Nice touch though.. Played multiple stages and they are all the same. Same objectives over and over again. Pretty boring pretty quickly.. adobe air

required native extension is missing. all of a sudden i cannot play this game\.. reinstlling doesn't fix this.. This will 100% help you prepare for your theory exam. I passed mine on 05/12/16, only missed out on one mark on the multiple choice questions giving me a score of 49/50. I would highly recommend you use this if you're looking for something to practice with. About 80% of the questions on the actual exam had been in my practice tests on this.

I used a different piece of software for the Hazard Perception practice.. Very slow start with some menial chores to set up a mood to subvert. Some nice pacing and atmosphere that's kinda muddled a bit by the enemy Ai to just sorta wander meaninglessly.

There's some wierd text , basic ESI issues ,but overall It's a nice game for the price with a creepy atmosphere that is worth whatever you paid for it.

I do hope the developer continues to hone their craft.. highly recommended to all age levels well detailed

all this game missign is online race mode with other mechanics to find out which car is faster - your or mine online drag race or someting dev.?. I'd wait until this is out of early access. Since release there have only been a few bug fixes and it appears from the latest log content update is months out. Really, too bad yet another promising early access that people are going to forget about due to slow updates of actual playable content. For some reason the Devs decided to make their number one priority modding vs. actual stuff to do or improvements in AI .

I really wish i could give this a neutral review but, at this point I'd watch and follow to see what we get vs. buy because at this point there just isn't much.. Daughters is really the only DLC i like out of the 1&2 DLC. Im actually upset i spent money on for the DLC's.

Daughters is Zoe's side watching the Bakers go from "normal" to what you witness in the main installment. It is great i loved playing it. The rest is mini games that try to fit themselves into the story. Its kind of ridiculous and doesnt add anything

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substantial to the experience.

So if you feel Zoe's story is something you want to do then i guess get BF#2 DLC for daughters. But i do not suggest at all BF#1 DLC for anyone. Had i known what these DLC entailed i would not have paid for any of them. Except this one for Zoe.



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Better graphics than DR1, and the patches of snow on tarmac are actually effecting the car, but since the force feedback on tarmac is still broken in DR2, there is no point in getting this. I got this with the season pass and tried it a bit with different cars, but it feels better in DR1.

You might want to get it if you are using controller, and/or don't have DR1. Not much to see here. No apps are shown, just girls coming together to share ideas and make pitches.. Makes you feel like China.. It should be first said that this is definitely a retro old school game. The graphics are only slightly better than what you would see in an 80's gold box game or 90's Master of Magic etc... So with that expectation properly in mind, I would very much give this game a hearty recommendation. If you're familiar and enjoy TBS and management games this is one of the better ones I've seen. If you're new to the genre or on the fence the dev has a free demo on their website that I highly recommend trying before purchasing. I purchased the Gold add-on which allows you to edit all the stat's of the units, which is fun to play around with. Game runs fine on Windows 10, just may require a reboot after install.. This game is very addictive. I played the original many years ago and this is even better because of the new worlds.. Awesome, colorful and weird. Cool art and voices, smooth and intuitive controls. I love that it is a little abstract and strange, but with some great context/story/characters, too. Nice that you can either focus on getting through the levels, or spend extra time finding seeds and fully exploring the landscape.. It's an ok experience for that price. Basically you get 4 places to explore if you don't include the starting place. As for gaming goes, there's absolutely nothing to do in these places except for launching fireworks in one of them. However, the fireworks were really well made with good sounds and visuals, and made it a joy to watch. I thought all scenes seemed a bit empty, with few details and things to look at. If it would had provided better details overall, like in one scene you can see the raindrops moving down the window, it could have been a very nice experience, but the world seems very empty and static. It still delivers good sounds and who doesn't find sitting in a cabin in the woods, while the rain is pouring outside, relaxing? You basically get what you're paying for, and for that price you really can't complain over what you get.

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