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Tomb Exploration VR Download] [hacked]



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## About This Game

An archaeologist has been evolved in a series of unexpected events during a casual dig. The player is going to act as an archaeologist and enter the tomb. By using variety of tools player will go through several stages and figure out the truth. Chinese tomb story is an action type puzzle game based on VR stage. By combining the exquisite triggers, grim monsters and beautiful love story with fine design together, the player will experience a brand new taste.

Any problem or advise can send to [yuanpu@yuan-gem.com](mailto:yuanpu@yuan-gem.com)

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Title: Tomb Exploration VR  
Genre: Action, Adventure, Indie, RPG  
Developer:  
Epotech  
Publisher:  
Epotech  
Release Date: 9 Mar, 2018

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**Minimum:**

**OS:** 64bit Windows 7, Windows 8.1 ,Windows 10

**Processor:** Intel Core i3-2100 / AMD® FX-6300

**Memory:** 4 GB RAM

**Graphics:** NVIDIA® GeForce GTX 970 4GB

**DirectX:** Version 11

**Network:** Broadband Internet connection

**Storage:** 2 GB available space

**Sound Card:** DirectX 11 sound device

**Additional Notes:** Internet connection required for achievements

English,Simplified Chinese



### IMAGES & MAPS

Folder: Store

Group: Doomsday Dawn

- DD00 Back Inside Cover
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- DD01 Keleri Deverin
- DD01 Map - The Ashen Ossuary
- DD01 Mindfog Fungus
- DD01 Statue of Phrasma
- DD01 The I

### DDO1 - 09.A08 ROOM OF RUINED R

A narrow flight of stairs winds downward, descending into this circular chamber. Stone biers line the walls, but the bodies that may have once rested upon them now lie scattered across the floor.

**Creatures:** Drakus's presence in the complex has corrupted this once-sacred chamber, which used to house bodies until they could be properly cleansed and buried. The six bodies that were allowed to linger here unattended to have risen from death as skeletons. When Drakus first entered the room months ago, these undead rose up to challenge him, Drakus retreated, and upon seeing that the skeletons simply fell to the ground rather than pursuing him, decided it was best to simply leave this room as-is until he figured out a way to command the skeletons to do his bidding.

The skeletons swiftly rise up to attack any intruders in the room, and they fight until destroyed. They have no desire to leave their resting place, and do not pursue foes up the stairs out of the room.

6 Skeleton Guards (Encounter) - Severe 1

**Treasure:** Anyone who digs through to the bottom of the corpse pile or seeks the corpse pile for details and succeeds at a DC 13 Perception check finds the body of Vironn Tarrith, a young Pathfinder who ventured into the sewers upon hearing rumors of a marauding gang in the depths. He was one of Drakus's first victims. On his body, the PCs can find a scroll of shocking grasp, a wayfinder, 4 sp, and 31 cp.

Treasure Parcel

### STORY

Templates

Group: (All)

- DD01 - 08 The Ashen Ossuary
- DD01 - 09.A01 Slimy Cistern - Trivial 1
- DD01 - 09.A02 Mudchewer Central -
- DD01 - 09.A03 Vermin Den - Severe 1
- DD01 - 09.A04 Motivation Room
- DD01 - 09.A05 Fungus Bloom - Low 1
- DD01 - 09.A06 Purification Fountain -
- DD01 - 09.A07 Goblin Headquarters - !
- DD01 - 09.A08 Room of Ruined Repos
- DD01 - 09.A09 Choking Sands
- DD01 - 09.A10 Befouled Shrine - High

### DDO1 - A08.Room of Ruined Repose

#	Currency	#	Item Name
4	SP	1	Scroll of shocking grasp
31	CP	1	Wayfinder

### DDO1 A08.Room of Ruined Repose

CR 0      XP 0

Token #	Name
6	Skeleton Guard

Placement:

GM

0 Modifier





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For a really crappy port to PC, I would give it a 5/10. mostly because of the performance issues and somewhat bad controls.. I like this game, the story is great and unique! I like the outfits too. I would recommend this game, it's fun, challenging and has a good story. Don't let this put you off going to a real interview, kids. There's far fewer corridors of rusty machetes and the training videos don't always spring stock footage of a shrivelled\u2665\u2665\u2665\u2665\u2665\u2665out at you. Usually. Taco Bell are pretty infamous for it.

<https://www.youtube.com/watch?v=pQo4ZR07KfY>. ESEA > mm !

[ESEA > Faceit !](#)

[ESEA > Casual xD !. Right now I'm playing the final fight. I'm quite disappointed, because I spent infinite hours chasing Twilight Lady. I've fought countless foes of the same kind, in an insanely repetitive manner \(it seemed like it would never end\), and I've even defeated the villain herself, only to have to find a final fight against my only friend in the whole game. I've purchased the game because I liked the graphic novel and the movie, but I sincerely wish this game had never been made. I mean, it was cool to run around \(in a straight line\) and beat the heck out of bad guys, but how many guys can you beat before you say "enough, I want out"? It is a short game that seems way too long. I couldnt wait to finish it just to get rid of it. I'm seriously considering forfeiting the final fight and moving on to something else. Sadly, I cannot recommend this game. Sorry.. Never has a game A.I. felt so unbalanced.](#)

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Don't. I picked this game up in the indie action pack for a dollar fifty, and it's not even worth a penny of what I spent on it, let alone full price. It's bad.

I'd rather get♥♥♥♥♥♥♥♥by clowns again.. Mindless fun! ;). Un recuerdo de mi niñez, excelente adaptacion. First impressions: After having played the demo for about 1 minute I replied and said "invert mouse" were missing. I got a reply assuring me that this would be solved in the full release. Unfortunately its still missing and makes the game near unplayable for those used to it. The flashing colors in the hospital are really strong, like "eye burning" strong.. Things flashing all over the place, does not work properly, it has serious issues. Also, the name in the taskbar is "GameMaker: Studio", they did not bother to change that.. Improvement on the original which was already amazing, you'll totally forget this is Early Access because in my experience so far it's 100% functional and I've encountered no problems.

It's an addictive twin-stick shmup, procedurally-generated based on whatever music you give it. It has perks to unlock and upgrade, you have to choose based on your style because you can't have them all active at once. You can choose from a few difficulty levels, and levels of visual intensity...of course the more difficult and the more eye-bleeding the visual display, the more bonuses you get to your score!

Pretty much essential to the rhythm game collection for anyone who enjoys them! I'd even recommend it for those wanting to explore the genre as well, it's easy to use and plays like old arcade space shooters.

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