Verde Station Activation Code [pack]

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About This Game

Verde Station is a first-person story/experience game set on a space station. During your year long solo mission you begin to question the world around you. The game reacts in subtle ways to how you play. Aboard Verde Station, you will test your wits, question everything, and strain to keep your sanity. Welcome to solitude.

It is highly recommended that if you like games that aim to surprise you and keep you questioning what's happening, do not read much about the game. The less you know the better experience you'll have. You can only play it for the first time once.

Gameplay:

Verde Station is a game of small details, many of which can easily be missed. It can be considered a mystery box game, walking simulator, exploration game, or story game. At its core, Verde Station is an interactive exploration game that lightly reacts to how you play it. Examine every detail of the station, pick up and view items, and dig into computer terminals. You will uncover clues about the station and have to decide if you can trust what you see and hear. As the answers come, so do more questions.

Key Features:

Reactive Storytelling: The core story of Verde Station is fixed but depending on how you interact with the game you will have a slightly different experience. The world around you reacts to the type of player you are. These are subtle changes specifically designed to match your personality. They are also specifically designed so you won't notice most of them until a second or third play-through.

Interactive Exploration: Examine every item in the station or just a few. Some items even react to how you interact with them. The more you explore, the more story you reveal, and the more you discover about what's really happening. Or so you may think.

No combat and no true puzzles: There are a few elements you may need to think through but no true puzzles. But there are rewards for those that explore everything. Go as fast or as slow as you like throughout the station. Only the most engaged players will find everything their first play through. If you interact with the world differently in a second play-through you'll see different things.

Title: Verde Station
Genre: Adventure, Casual, Indie
Developer:
Duelboot
Publisher:
Duelboot
Release Date: 26 Sep, 2014

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English
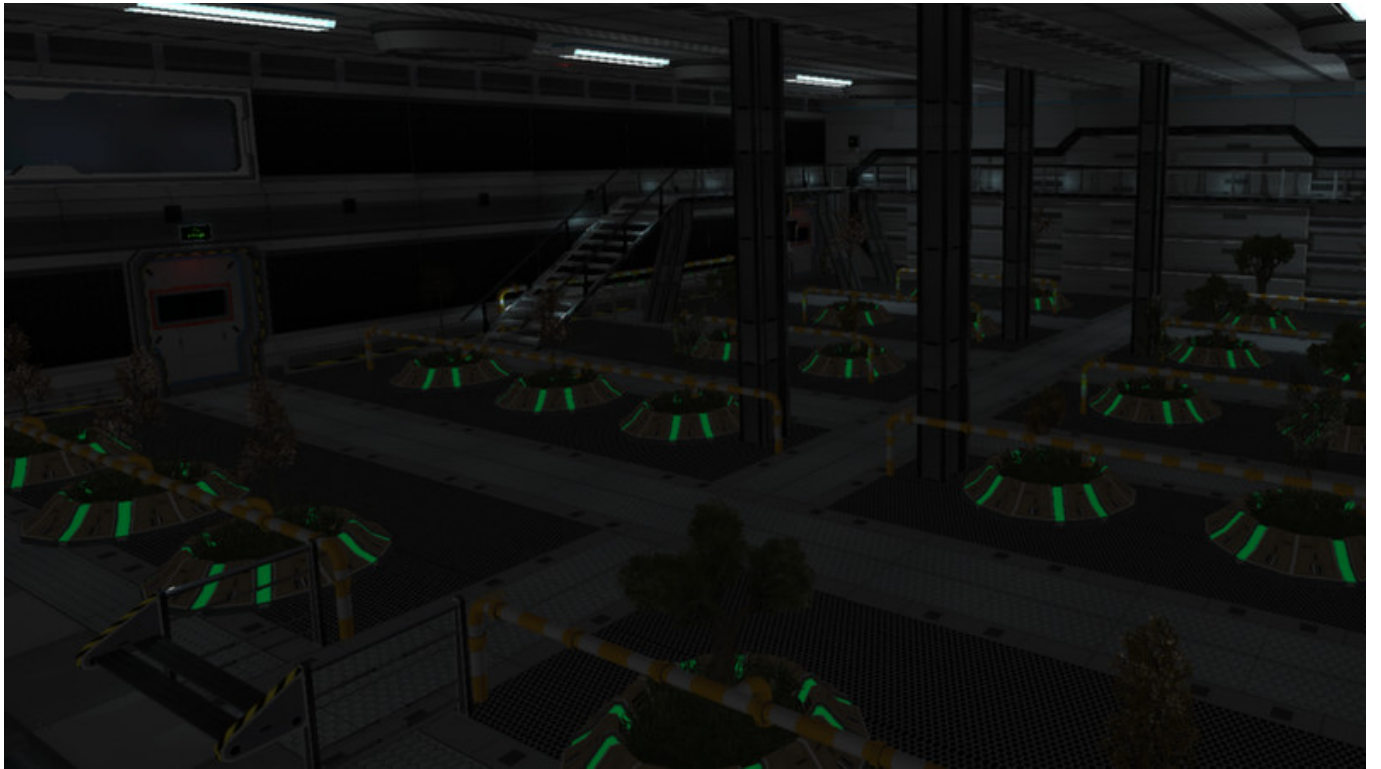
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Not a complicated or long game by any stretch of the imagination, but it will screw with your head in the first five minutes. Interaction is pretty basic, there's no combat, but you do need to pay attention to your environment. If I was to compare this to anything else I'd lump it loosely in with Dear Esther or maybe Myst Lite.

I do wish it had a bit more closure in some of the unanswered questions, and was a little less glitchy with the sound [restarting the game fixed that], but I ran into no serious technical glitches. Considering it's an indie, it was quite good.

Definitely worth a second playthrough as I missed quite a bit. I recommend it if you like these kind of games.. Station Verde - Steam PC - 7 \/ 10
Only for those players with properly calibrated expectations\u2026. Thumbs Up.

Alone in the Space Station, travelling from room to room you monitor and report your status. Why am I here? Hack the Computer with nerdy {.cmd line} clues that you discover and earn 100% achievements; those are the goals. Lasting no more than 4 hours for my six iterations, I enjoyed this game because it was smurf short with a gentle twist of wry humor. Other reviewers have noted feelings of unfinished business after it was over. Was there more to find or is this a sign that they were entertained? This was probably an experiential project for the author, maybe a dry run for a project in development? Let\u2019s hope for more.

Worth about 1\/10th the price of a BigMac. Also, it is low in salt and has not a single trace of exogenous hormones.

ATTENTION Achievo hunters: 100% Achievement in 4 hours. [\/seriously this will probably make some of you wet yourselves]

eol. WOW!!!
Its a real nice game!
I cant believe it, sure its short
but even Full Price is a fair Price for this one!. Short but genuinely unsettling. I was impressed with how effectively such a small environment could be manipulated to evoke such a feeling of confusion and desperation.. Peaceful first person walking game shown from the perspective of someone alone on a space station, unable to trust their own mind and surroundings. Still in beta, but getting more content as time goes on. An enjoyable adventure which evokes strong emotions through its minimalist writing and environment.

I just finished my last playthrough a couple of hours ago and it left me with a mixed set of feelings.

At first, when I started the game, I thought like: "Okay, cool, I'm about to manage and explore a huge space station." But, as things turned out, it went completely different. That's, just to say, not a bad thing, because it provided a nice surprise regarding the experience and it felt kind of nice.

On the other hand, the experience itself was not so terrific in the end. That's probably because you know exactly what's going on when you take a close look at your surroundings. (I'm not going to mention any details.) Take a second\/minute to take in the details and you might be able to figure out what's going on yourself.

Another thing I didn't really like, but that's probably because it's still in development, is the short gameplay of each playthrough. Depending on your play speed it can be done in less than, let's say, 40 minutes.

What's good? Fear, by answering a set of questions you're supposed, or you believe, you get a custom tailored portion of fear presented to you. If that's completely correct, I don't know, because I don't know how the game has been designed. But, it's done in a good way and makes you act careful for as long as it lasts.

I recomend the game as far as it concerns the concept, but I don't recommend it based on actual content. It's too little at this moment. The experience doesn't last long enough at this time to be regarded as a full gaming experience. It feels more like a test setup for psychologic gameplay elemenst to see what works and what doesn't. (Depending on your goal as a developer)

Conclusion:
Verde Station has potential, but needs more work. It needs longer playthrough time. At the time of writing the presented content is not enough to keep you satisfied for long. For the current price you expect more material, story and interaction with your surroundings.
But, I do recommend Verde Station, because at its core it's a great concept that does work in a fast way. And if the developers do something with the feeback, they'll be able to create an awesome game in the end.. Fun (but short) atmospheric game.. This game completely blew my mind. If you're someone who likes mystery and suspension, PLAY THIS GAME. It's worth the buy; that's all I got to say.. Imagine *Portal and Gone Home hooked up and had a kid. Moon and Silent Running did, too.*

Imagine those kids met and fell in love playing Digital: A Love Story. That grandkid would be Verde Station.

Based on that lineage, I thought I was going in with pretty clear notions of what to expect, one of them being the paradoxical expectation of the unexpected. In spite of that, I was genuinely surprised by twists and turns in the narrative within 15 minutes.

I was not expecting to see an ending in under two hours. Those seeking a game to play moreso than a space to explore or a narrative to unravel will probably get there sooner, and probably be disappointed- there are other Steam reviews that claim to have finished in 20 minutes. But Verde Station seems clearly designed for multiple playthroughs. Exposition via recursion. Nothing here is as it seems, including the fade to black. The narrative IS the game.

At this juncture, all I can definitively say is those two hours have left me itching to go back, and as a fan of these experiential setting-sims, that's worth my recommendation.

If you are the type to embrace "walking simulators" because the term "game" is more of a pigeonhole, keep this one on your radar.. I like what another reviewer said about this game providing Lego pieces for the mind. Verde Station gives the player an incomplete set of building blocks from maybe more than one story and asks them to put it all together however they see fit. If you treat the game how it's looking to be treated, you should come out with some things to think about. If you want the game to entertain you passively, this might not be the game for you.

Some people are saying they did everything in the game in under half an hour. I didn't come close to doing everything and completely ignored certain segments of the game and I took almost two hours to finish it with 2 out of 12 achievements.. Grab it on sale. Well worth it. 7\/10. So what is Verde Station?

A "walking simulator", a is-it-a-game-game like 'Gone Home'? A puzzle adventure light on the puzzles? Maybe. I couldn't say.

All I can say is that I loved it.

Do not look up anything about this game that's not already part of the store page and you'll have a great experience.

Verde Station managed to surprise me a few times before I reached the ending and I'm still pretty sure I missed something.

Definitely recommended.. Well I have a mixed feelings about this game. I was about to recommend this game, but I was waiting for something more to be in a game before I do this. Well, it didn't work out.

What's good

First, it's very impressive to see such game to be developed by one man. I had a lot of fun providing feedback and bug reports on the forum while the game was in Early Access.

Second, the idea of the game is good. Attempt to present it looks a bit dramatic. There are some good moments in the game which can create an illusion of something interesting happening.

What's bad

The idea of the game is undeveloped and presented very shallow. It looks like a very short and linear story told us via game. If you compare a game devlopment to a movie development this game reminds me of a short clips directors make to present their vision to producers before they are hired to film a full movie.

There is absolutely no challenge in this game. You just move further because you have nothing else to do.

The game interactions that affect your story progression boil out to just moving around and using terminals. All other interactive objects are secondary and give very little benefit.

The overall design of the game is very unobvious. The game lacks explanations and player assistance. You can discover some pieces of information scattered around only if you'll be ignoring story progression and specifically looking for them. These pieces of information are very disconnected from each other and won't give you a full picture or even a hint about it. Maybe if you collect them all you'll be able to see something. It seems I haven't found them all.

The game still contains bugs.
http:\/\/www.youtube.com\/watch?v=NAS7nwjsjcw

Summary

I was expecting this game to be in development for at least a year more. I was excited about what this game could be. I never expected it to end like this.

I can only recommed it only if you're interested in studying game design. There are very good examples of bad design decisions, and a few good ideas. I would like to read post-mortem for this game.. This game and I already have a love-hate relationship.

I've explored everything I can seemingly explore and read everything I can possibly read and it only took me about 20 solid minutes. I hate to say it but in its current state, it's not worth the price tag.

That being said, what I did experience, I really enjoyed. I just think it's really lackluster given the premise and the atmosphere. Everything was very linear, the inability to backtrack at times was extremely frustrating. I expected a lot more than I received.

I know it's Alpha and I really hope it grows and evolves because it has SO much potential. Every other reviewer seems to think its the best thing since sliced bread and I just don't believe that yet.

I'll be watching it closely to see just how it does shape up and I fully expect to rewrite this review in the future. Keep up the good work guys, you're REALLY on to something here, but you haven't quite gotten there yet.