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Download Goggles - World Of Vaporia .exe



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## About This Game



Goggles is an online coop arena shooter for up to four players. You can play as one of four different characters, namely Quentin, Frank, Tesla or Jerne. Each character comes with a unique set of weapons, vehicle and special abilities.

## Story

The story of Goggles takes place in the world of Vaporia, a steampunk society that is run by the global company Fumare Tech. Almost every aspect of life in Vaporia is mechanized. You can find automatons everywhere. Some of them are very small and just roam the streets to keep them clean, others are bigger than houses and are used to build and construct the ever growing cities of Vaporia.

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Next to those everyday automatons from Fumare Tech, there are also free inventor workshops. One of the best known workshops is the one of Master Vules Jerne. It is the night before the big reveal of Master Jerne's new discovery: the existence of parallel universes!

Next to his discovery, he and his apprentice Quentin have been working on some special lenses, which they placed in various Goggles, that allow the wearer to have a look into those universes!

In the morning the Goggles will be presented to the public and Master Jerne is just finishing his final tests when something terrible happens: one dimension after another turns black...

Jerne immediately starts to check for the alleged error in his Goggles when suddenly a dimension crack opens directly in front of him!

While Jerne is watching in disbelief a mucous black shadow enters the world. As the shadow realizes that Jerne can see him, he immediately goes for the Goggles.

The Goggles are lost in the attack and dimension cracks open all over Vaporia. It is up to you and three other players in the roles of Master Vules Jerne, his apprentice Quentin Quaint, the mysterious Fumare Tech trader Tesla o' Tool or the lovable steamworker Frank Frankson, to get the Goggles back by traveling all over Vaporia, and stop the black shadows.

## Gameplay

Goggles is an online coop arena shooter for up to four players. You can play as one of four different characters, namely Quentin, Frank, Tesla or Jerne. Each character comes with a unique set of weapons, vehicle and special abilities.

The main goal in Goggles is to retrieve all goggles that have been lost at the beginning of the game. In order to do so you have to close black shadow rifts which are guarded by hordes of possessed automatons. While closing rifts more and more areas in each district are opening up for you to explore.

Once all areas in a district are opened you can either try to close all remaining rifts or fight the endboss before the time runs out to get the lost Goggles back. There are special events in each area that will be triggered at random. These events range from simple collect-missions to convoy- and hunt-missions.

When you complete those additional missions you gain bonus time and items to help you in your main fight. The positions of the shadow rifts and events are random generated, so each playthrough will be unique.

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Title: Goggles - World of Vaporia  
Genre: Action, Adventure, Casual, Indie, Racing  
Developer:  
Bit2Good Ug  
Publisher:  
Bit2Good Ug  
Release Date: 9 Oct, 2015

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**Minimum:**

**OS:** Windows Vista

**Processor:** Intel® Core™ i3-3220 (3.3GHz), AMD FX-8320E (3.2GHz) or equivalent

**Memory:** 4 GB RAM

**Graphics:** GeForce GTX 550 TI, Radeon HD 5770 or equivalent

**DirectX:** Version 9.0c

**Storage:** 5 GB available space

**Sound Card:** DirectX 9.0c compatible sound card

English,French,Italian,German,Russian









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I dont know what to say, almost everything told already by people here...  
Just big support and love.

. This game is clunky and weird but I really like it.  
The boss battles are great, the standard enemies are a bit thick on the ground.  
The premise is weird but will probably be better once the game is more expertly localized into English.  
Cut scenes end abruptly.  
I am excited for the game to get better!

<https://youtu.be/V6B3DDI1SHFA>. A better controller if you'd prefer the right touch pad to a stick and the customised controls in steam but the build quality is absolute rubbish for buttons to start breaking in 6 months. Twenty bucks for this?? wow shameless. This game is an absolute blast. I wish the game was a bit more transparent with its scoring systems, but you're going to have a blast chasing highscores.. This is absolutely moronic, they know that they will not procede with developing the game so they make a DLC for quick money and then when hit peak they decide to stop and Call the game off, absolutely ridiculous..... It controls really weird, and makes it pretty uncomfortable to play. But aside from that it's a fun game.... but it's also got like 10 free ports on the internet

[probably a 3/10 for the pure fact that it's bugs make it uncomfortable, and it's kinda a waste of a dollar](#)

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It's a kind of Magic Flute

It's a kind of Magic Flute

A kind of Magic Flute - no way

One dream, one soul, one prize

One goal, one golden glance of what should be

It's a kind of Magic Flute. I am pleasantly surprised by this game. The art is fantastic, the battle is easier to get used to than Endless Sky, the music is space relaxing and the worst problem I have with the game (other than the save... I suppose that will be remedied in the future) is trying to grab monies (please make them easier to pick up, it's exasperating trying to reposition to grab them when they have such small hitboxes). I am kinda worried how much content the full game will have because... well it really isn't too much at the moment. The title screen can look prettier and I can't Alt+F4 out of the game in full screen. Characters fawn over the MC a bit too easily... but this is Early Access. I look forward to its full release.

Also, let's have a melee weapon on our ship. I recall a Unity jam I went to where someone made a 2D space game with ships wielding lightsabers. It was awesome.. wowowowowow... CLASSIC VIDEO GAME

After playing the spectacular Resident Evil 2 Remastered, i knew i had to go play the original.

They put you in this bit ch as s mansion filled with zombies, and now you gotta solve puzzles to get out.

The mansion might be one of the best areas in a video game ever created, because it does so much with such limited space.

You're constantly walking around the same corridors, and a lot of this game is spent backtracking, but it actually works beautifully because of the numerous locked doors you get to open.

Sure it may be the 100th time you've been in this fu cking lobby, but this time you have a new key so you can go through this door that has been here the whole time.

This backtracking is also why the zombie encounters work so well. Because of the limited ammo, you have to decide when you want to blow their heads off, and when you simply run around them. If you chose to run around them, they will still be there for next time you come through that room, so it can be a real dilemma sometimes.

ok shut the fu ck up and just play the game this is a classic video gameeee. Omnilink,

What can I say that hasn't been mentioned already?

It's not a new concept, but a solid execution to combine a visual novel with the mechancis of a 2D top down space shooter. The good thing is that it all works out in a nice way. It's pleasant to read and fun to fly.

The game itself isn't really that difficult, instead it takes you on this journey to actively experience what you read. Sometimes through action and sometimes through choice.

There're some small writing errors during the novel parts, but nothing game breaking and they don't really matter because you know what is meant.

The art is nice, the music is okay, the controls are easy to master and the story is fun and well developed.

So far this is the most fun I've had since a long time with any new Steam game.. Very enjoyable.

You're the rookie inspector partner to an experienced detective off to investigate an apparent suicide.

The plot and setting are clich\u00e9 in the best possible way for those who enjoy old fashioned mysteries: the setting is an island owned by a rich, slightly eccentric company owner, and inhabited by his (possibly) gold-digging ex-model wife, his younger brother (newly out of prison and engaged to the social worker who rescued him from himself), his American business partner, and the company's brilliant ex-Russian lawyer. The probably-not-a-suicide is Mark Spector, the security guard, who seems to have noticed some kind of shenanigans.

There's a ton of special handles, trinkets, and weird-shaped indentations (I always wonder how these people find anything, lol), a moderate number of well-laid-out hidden object scenes, and some puzzles that range from easy to moderate. I found the voice acting good throughout, with minor exceptions, which was nice.

And there's still a bonus episode to go! The game isn't without its flaws, but it was a lot of fun for this Agatha Christie fan. Plus, the snakes are called Baldrick and Blackadder. Just ignore some fairly iffy (er, occasionally very, very iffy) police protocol, and you're all set to interact with the wealthy and the "not as wealthy as they'd like to be".



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9.5/10 for entertainment value and good art, music, and voices  
Note: Wait for a sale, but don't worry about getting a super deep discount.

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