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## Vernon's Legacy Activation Code Generator



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## About This Game

Vernon's Legacy is an horror adventure with an enigmatic story that takes place nearly a century ago.

You learned of the sudden death of your uncle two days ago. When you reach the estate of your deceased relative, you find it deserted. Why is Alois the butler not here to receive you?  
Something is not right.

You explore the rooms of Dunkenhof Manor in the first person view.  
Do not expect this to be a hitch-free stroll—there are puzzles to solve, secrets to unravel, and hidden doors to open.  
You can add items to your inventory and use them to interact with your environment.

You keep coming across the effects of the former inhabitants of the place. Their letters and notes reveal to you the events of the past few years.

When you finally enter the centuries-old vaults beneath the house, you realize that a force beyond any imagination lurks here and your life is in mortal danger.

## Features

- Story inspired by real events from the World War I era.
- Authentic art-nouveau environment.

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- Sophisticated puzzles with a variety of approaches.
  - Immersive graphics based on the newest Unreal technology.
  - Chilling horror atmosphere.
  - Horror survival elements.

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Title: Vernon's Legacy  
Genre: Adventure, Indie  
Developer:  
TripleBrick  
Publisher:  
TripleBrick  
Release Date: 23 Sep, 2016

a09c17d780

**Minimum:**

**OS:** 64 bit Windows 7

**Processor:** 2 GHz Dual-Core CPU

**Memory:** 4 GB RAM

**Graphics:** NVIDIA GeForce GTX 560 1GB / Radeon R7 250X 1GB

**DirectX:** Version 11


**Storage:** 5 GB available space

English, German, Russian, French





7500 P

 Coat(コート) 2000

 Gloves(手袋) 2000

 WoodShield(木の盾) 1000

 IronShield(鉄の盾) 20000

 CultShield(教団の盾) 15000



Quit(やめる)

Arm(腕) held(所持数) : 0

Defence(防御) : 5

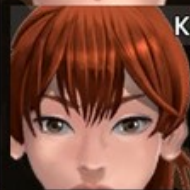
Evasion(回避) : 0%



Aizawa(相沢)  
Defence(防御)  
48 → 41  
Evasion(回避)  
0 → 0



Nagase(長瀬)  
Defence(防御)  
92 → 47  
Evasion(回避)  
0 → 0



Katsuma(勝馬)  
Defence(防御)  
74 → 59  
Evasion(回避)  
0 → 0



Hasegawa(長谷川)  
Defence(防御)  
86 → 71  
Evasion(回避)  
0 → 0

WoodShield(木の盾)

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Fantastic adventure, one of the best I've played in a long while. The story was a well written and the puzzles made sense in the world and didn't hold my hand through them but still remained fair and balanced. To address some complaints I've seen in the reviews:

1. Graphics: I found them to be ideal for this game, they were detailed and there were interesting ambient effects like the rain and smoke in bars.
2. Voices: If you watch any 40's noir films you quickly notice that's how they talk, I thought it really enhanced the atmosphere.
3. Humor: Dry and funny! Just like the movies.

If you like noir movies and you like adventures you're going to like this!. I just finished the game last night. This is one of the best old style D&D games I have played in a long time. Very good story and good graphics. they all set the mood for a fun romp in fantasy land. I will play this game again with different characters and try different approaches. I would recommend this game for anyone who likes dungeons, dragons, loot, or just plain fun.. Fantastic game, excellent puzzles, highly recommended. What is Herding Dog ?

Bought this because it looked good in the steam preview videos and because as a dog lover I wanted to play a dog-themed game because sadly there aren't many options for that, however, herding dog is just a poor mismatch of bad ideas and design decisions, I thought it would have been just a competent indie title doing its job, I was wrong, i don't know if its a mobile port but playing it on PC is pretty bad because the controls feels unresponsive and the AI clips a lot and while the soundtrack is OK who thought having those samey repetitive missions conducting the cattle to the barnyard was a good idea ?? thats a completely unfun game design you got there, I tried to finish it but stopped at mission 14 out of 21, I couldn't take it anymore, doing the same and frustrating thing over and over again is just plain bad game design, this is just a boring slog, stay away from it, not even toddlers would have fun playing this.

Just stay away.



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I really liked this game. Finished in a few hours, but it was fun.. This is an nice game to pass the time, when you are bored out of your mind. But it doesn't give much sense of fulfillment as you don't actually devote much energy or feelings to a semi-idle game so I guess it is fine.. Definitely only for the super fans. Even then, full price would be shameful. You don't get anything you'll benefit from in game. The equipment is all cosmetic.

The helmets/hats are fairly lackluster and half of them are practically the standard ones with minor modifications; I prefer most of the standard ones anyway. The trinkets may as well not exist.

After watching the behind-the-scenes video once, (mo-cap is always fun to see in production) I promptly deleted all the out-of-game content besides the soundtrack. I like what Jesper Kyd did with the Assassin's Creed 2 soundtrack so I was interested in this one but of the ~60 songs, the average runtime is about a minute so what good is that? I might keep 1/10th of them.

I can't recommend this to anyone as a separate upgrade. If you get it with the whole game at a massive discount then fine, that's the only reason I have it.. Since the marketing for this game is somewhat dual pronged, I'll summarize: this is not a great strategy game with a ton of interesting decisions. It IS, however, a solid edugame, good enough to keep me playing while knowledge is dispensed.

The biggest complaint I have is that the version being sold here is somewhat incomplete; the store page points to some sort of encyclopedia present in the student version of the game that's absent here, and that absence is acutely felt. Still, I'm generally able to figure out what I need to from a combination of googling and applying my existing knowledge of Florence and Renaissance art, but a requirement to already know about the subject matter seems like a mistake for a game that's trying to teach things. I hope they are able to add the encyclopedia or something akin to it in the future.

I'd recommend this game for people who want their kids to learn about the Renaissance, Florence, the Medici, and related topics. The game is reminiscent of the classic educational games of my youth that are just fun enough to keep players engaged. But I'd also recommend that they seek out the classroom version linked to on the store page so that players can get the full experience.. Great! I had a blast with me friends playing this game! It was a way too short, only 40 minutes of scares. WE NEED MORE MULTIPLAYER HORROR GAMES! its such a small market but its great when its pulled off properly. I am very happy to say this game pulled it off properly. I am very excited for future updates, cant wait what the dev has planned.. Absolutely brilliant game, when I purchased the Vive I was very worried that there will not be many games that I can play, or that some games will get old fast. Not this game, this game is a ton of fun and with constant devs pumping out updates it will last for a long time. There are a few oddities such as two shields where one is purely superior or that there is no bow but in the future I am sure amazing additions like this will make it into the game.

#### PROS:

- Lots of fun
- Unique weapons
- Hard working devs
- Cheap price

#### CONS:

- Currently little game content (there is a lot more coming in a future update)
- Some weapons are useless and some are op (will be changed hopefully)

There are tons of PROS and the only CONS will be changed with time.

I RECOMMEND THIS GAME!. love the game, please add more dlc I willing to buy more. Hello Friends! This dlc adds a new version of the Dubstep Gun which allows you to customize which music you can shoot at people.The fact there is a gun in this game that you can shoot music at people from different era's is quite hilarious.

Recommended for this silly gun.



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