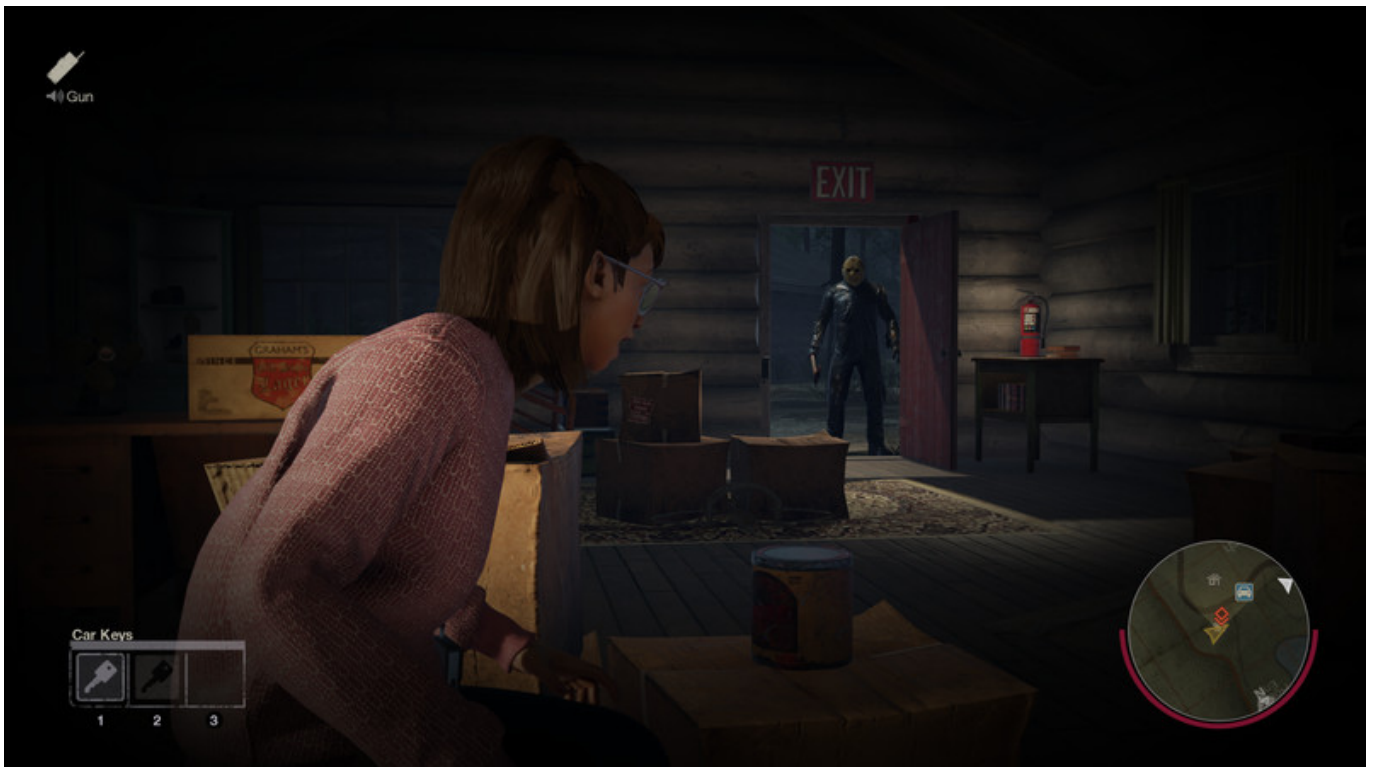

INTERSHELTER Download] [Torrent]



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About This Game

Intershelter is a new post apocalyptic battle royal game.

Skydome Inc. was founded in 2022, supported by European venture funds, to ensure the preservation of the human species in an event of cataclysm. The "Dome" project consisted of several programs.

The most famous projects of the company were InterShelter and InterSpace.

InterShelter meant to build underground bunkers that could shelter residents from catastrophic events for half a century. Keyvan Morris, one of the most successful construction magnate on the West Coast, was appointed as project manager. The program started in 2024, and has gained wide popularity on the background of the growing threat of military conflict in the Middle East.

Company is frequently mentioned in certain medications, developed in conjunction with a program of shelters.

InterSpace included four projects: removing near-Earth space debris, building a Mars outpost, system to protect against dangerous celestial bodies, as well as the creation of an autonomous colony in Earth orbit (Dark Sky).

Bright future, space exploration, colonization of new planetary systems - everything Dark Sky promised - faded in the glow of raging star.

Little is reported about the orbital colony after the disaster. No much interest on that from people trying to survive on a dying planet, however,

Scraps of documents and drawings, inventions, prototypes can still be found in shelters, laboratories, bunkers. But no one remembers whether Dark Sky is real or is it just a legend.

Rules of the game:

There are 50 players spawned at location. When you're in lobby you can start playing in group of 4 people maximum.

There are 7 shelters on location. Every shelter has from 1 to 3 rescuing capsules (randomly).

You have 30 minutes to open shelters (find and set up 2 batteries), get into the capsule and become rescued from the storm.

Everyone starts the game with the same stats. Everyone needs to get/collect the weapons, armors, batteries which are spawned randomly during the process of game.

There is just one aim - to survive in capsule but everyone can have their own strategy to achieve this.

There is no inventory in the game. The character needs to carry everything. It is allowed to put on two primary weapons (rifles, guns, shotguns) and two secondary weapons (pistols). The other weapon can be put on only if you replace the one that you already have on yourself. Bullets and medical kits do not have weight and can be added to inventory in any quantity.

Title: INTERSHELTER
Genre: Action, Indie, Massively Multiplayer, Early Access
Developer:
Eforb
Publisher:
Eforb
Release Date: 20 Nov, 2016

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Minimum:

OS: Windows 7, 8, 8.1, 10 (64 bit only)

Processor: 2 ghz

Memory: 4 GB RAM

Graphics: nVidia GeForce GTX660 series or higher

DirectX: Version 11

Network: Broadband Internet connection

Storage: 4 GB available space

English,Russian







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I like mahjong, but i don't recommend this one. It have a badly designed levels. You have to repeate the same again and again making it boring and frustrating. The titles also bad designed, and hard to distinguish.. I could easily list ten-million extra features I wish this game had, and/or I could moan about how much I hate Uplay, but... you DO get to feel quite a lot like a Starfleet bridge officer, which makes it hard for me to describe this game as anything other than the best thing ever.. This game is way too hard holy♥♥♥♥♥♥♥♥♥♥ Ghost'n'Goblins flashbacks, this is the best way to relive that game.. Great game, to idle for cards.. Before you read on, I want to warn you that this review is quite rambly.

When I got an email from chioce of games notifying me that there was a new game, I immediatly bought it. I always love these games and this one was definitely not an expection. I even thing this one was one of the better ones I've played.

First of, I think the society you find yourself in in this game is very interesing. From the start you have a clear picture of what is going on. The society is comepletely centered around the gryphons. This gives every action surrounding them feel important.

Your own gryphon is very adorable and greatly written. It felt like it was a real creature.

I also loved all the characters in the game. The reallationships you form with them feel natural and not forced at all. They all have their own opnions that they stand by and will defend. They all have very unique names, but they all have a certain feel to them making the society even more believable.

What I found very interesting is that some characters were neither male nor female and had ze/vzir pronouns. I had never seen them used before and had to warm up to them a little. They felt ali\u00ebn and not very appropriate to the fantasy setting. After palying for a while this went away though. It actually says a lot about this society, that these kinds of things are accepted by all. It made me want to learn even more about it.

The choises in the game all seem to make a difference. I found this game a lot more difficult than other choice of games games I've played. I watched the stat changes closesly, and many times the chages that happened were unforseen by me. They weren't bad though! When I thought about them afterwards I could see why that stat changed.

I loved basically everything about this game. I would definitely reccomend to anyone who like these kinds of choice based games.. Awesome platformer. Super tight controls. A short nice experience from start to end.. Plays as a Kriegsmarine Captain:

-> should I stay true to **MEIN VATERLAND** and turn on *'limit ship to own nationality'*?

-> wait are those 18 in guns?!?!?

-> imports a fleet Japanese Yamatos and steamrolls the Atlantic

11/10 would abandon German engineering and embrace glorious Nippon steelru again. Kinda reminds me of an old 80s game called Tapper. One of those clear the queue before they get to the front type games.

I wasn't too fond of Tapper back in the day, not too fond of this either. Might be your cup of tea, isn't mine.. One of the simplest and funniest games I have ever played. With friends, this is the best cheap experience I have ever had. Burst out laughing after 5 mins. So to sum it up I would say

-Cheap

-Fun

-Simple

. The game looked good when I could manage to go beyond the keypad screen, which is supposedly a good idea to teach you the keys while waiting for the game to load. Except the game generally crashes there and you end up waiting for nothing. Too early...

Nice game, still is on early access with some things left and annoyances but overall i really enjoyed the experience. Very fun for now.

You start with your group of survivors that you can choose from start or be totally random, then the game proceeds to generate a random map, with cities, towns, gas stations, and other locations to search for loot.

At first you need to set up your encampment and from there you have to build defensive buildings to protect your self from zombies. You must often search for food, meds and other resources to help improve your encampment.

While exploring you may find new weapons melee and firearm for your guys. Be in mind that there's a distinction between firearms and melee weapons, I tend to use more melee weapons cause they don't attract zombies.

Your characters have stats and professions that you must put to good use, some characters are more proficient with some weapons than others. THE combat is turn based, you attack you receive damage , then the enemy turn.

There's a lot of events that happen while on explorations that can literally change the destiny of yours survivors. For bad or worse. I honestly can say I've been lucky, but I doubt everyone will.

There's a lot to do in the buildings, like farming, train your survivors stats. Haven't explored all already. BUt I'll give my feedback later.

I recommended it, not only because I like it but to support it.

I really want this to become something greater.. This Grey Robot is awesome for some tech fun like playing a robot or making tech metal home and decorating it using mannequins equipped with this robot set. Also his light energy parts glow in the dark or shade. He is awesome. If you Like it , Afford it , or simply want to support the game's further Development, Definitely Buy him.

He also has a slightly different, Round-er Gold Brother!!!. Crashes all the time. Do Not Buy.. Pros:

- Overwhelmingly addictive gameplay
- Good soundtrack
- Great cartoony graphics
- Simple in-game humor
- Achievements
- Trading Cards
- Controller support
- Simple but excellent controls

Cons:

- Despite the addictiveness, game can be repetitive at times

Additional infos:

- Low-specs computer friendly: Yes
- Game is family friendly: Yes
- Game's overall relevance: Very recommended. This game is AWESOME! Everything: gameplay, characters, world, RPG elements, everything makes me want to play more and more.

[+]

- Interesting gameplay
- Great sound effect
- Nice old-school atmosphere
- Interesting easy plot

○ Humour

[-]

○ Too easy to get the top equipment

○ On big levels some skills are useless

97/100. For a quick read: I cannot recommend this game because it is not an enjoyable game. I love challenging games and I love to test my skills in whatever any manner. This game, as what I have experienced, is hard only because it requires a player to be lucky enough to win a series of lottery, and know what is going to happen at certain time period. Thus, it is 100% not a delightful sight: on the contrary, it is a torturing, boring, and terrifying experience. If you are trying to find a game to test your skill, DONT buy this game. If you are trying to find a game to scare your\out, DONT buy this game, you should only buy this game if you are boring enough to test your luck with terrible graphics and controls.

Below is my specific experience:

Long story short. After about 20 tries (was really a torture since I never die because I make a mistake, I only die if I enter a new area and got surrounded by 3-4 zombies which makes me cannot move, and these zombies attack 3 times a second and deals more than 400 damage so I die instantly without given any chance to fight back) I got a perfect start, killed everything on my way and was lucky enough to diable to anti-air weapons... Then I decided to try out a grenade. It was a tragedy: the grenade exploded indefinitely and killed several zombies like a thousand time (yes, these zombies just die repeatedly for some reason.) in a minute, which caused my top quality alienware to run as slow as a snail.

This game do not really challenge a player's skill. On the other hand, it challenged my patience and luck. Not to mention the weird control that makes the combat very much torturing. For a survival game , I would really expect it to challenge my skill of managing resources or defeating monsters, but this game requires a very good start (being lucky enough to find the right weapon, right tools, and right resources... at the very beginning.) to even let you start playing it (well, or you die after several minutes of running). And you just need to be unlucky (not... very unlucky) once to get killed (and hell yes, this game has permadeath).

The pros listed by previous reviewer. I totally DISAGREE.

First because this game is not fun (well was fun for the first hour... untill I noticed the true nature of this game).

Second mutiple difficulty levels and characters to be unlocked is... nothing special, you only mention them when there is nothing else to mention.

Third, the music is horrible, it would be fantastic if the music scares me but no, the music only makes the game experience as bad as possible.

AND STEAM ACHIEVEMENTS: no I do not want to argue around this topic.

I have already written my feeling about this game, again, it will be up to you to choose if you want to buy this game, but unless there is a major change to this game, I will not recommend this game, and will never try to play it again.

Thanks for reading!

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