
Fadeholm Hacked

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About This Game

Endless exploration and adventure awaits those fearless enough to enter. Survival is only the beginning! Fadeholm is a procedural virtual reality (VR) survival dungeon crawl 5d3b920ae0

Title: Fadeholm
Genre: Action, Adventure, Indie, RPG, Early Access
Developer:
Enoch, Horbin
Publisher:
Infinite Opal
Release Date: 15 May, 2018

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10

Processor: Intel I5-4590, AMD FX8350 or better

English

Sadly as much as I like the idea in general, this one is not there yet. Very much not there. Weak presentation, low performance with stuttering, odd sound issues (for example looping footsteps on staircases will drive you nuts) and ugly animations/rigging -look at how you "hold" your weapons/items through the fingers/palm .and immersion killing bugs list goes on :/. edit: The game has not been updated since June, no offer to bugtest playtest accepted, nobody is really buying this - this game is dead in the water. avoid. The game runs very choppy and the controls are unintuitive. items disappear sometimes when dropped, and despite having a gigantic kite shield and intersecting weapon, I cannot block damage. Also, not being able to see the stats on a weapon sort of makes it all seem irrelevant. I may reconsider purchasing this again once the bugs are gone and the game is optimized

and the graphics are consistent and all sorts of stuff has been rethought and reworked. It's not a terrible game, but it's pretty unplayable right now. It's sort of like a less creative version of Kingsfield geared for VR. I love Kingsfield, I do not like this game. I'll be following this, but do not purchase this for \$20 dollars unless you're willing to take a gamble with a dev to overhaul the game entirely to be more or less comparable to titles such as Vanishing Realms or VR Dungeon Knight, which are FAR BETTER in my opinion. I am interested in the depth this game tries to bring, the statistics and such. ALSO, this game needs dropped loot, not just loot chests. A skeleton had a burning mace I would have liked. edit: Thank you for responding with some useful information. I'm not entirely against buying this game or playing it again, but the following issues: -No parrying or cleaving -Unintuitive controls and inventory -items disappearing/falling through map -unoptimized graphics and inconsistent texturing are all turn offs right now for me. I'd be willing to consider buying this again when these things are fixed, because the premise and the potential is quite good. I would happily play an evaluation copy and bugtest/critique the game to help out, and would be willing to replace my review with a positive one once things are addressed.

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