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About This Game

Description

God's Basement is a first-person, narrative-driven, single player horror game. The deeper you explore, the more you remember about your past life, along with the horrors associated with it. Discover the secret to God's Basement and what kind of individuals are sentenced here. Fight the fear seeping into your mind as the horrors of the past come alive through the world around you.

Story

You wake up in a normal, almost monotonous office room, hearing the faint sound of a phone ringing in the next room. The caller is an entity that introduces himself as *The Operator*, and gives you a set of instructions to follow. The documents around the room imply that you are in the afterlife, a specific version of the afterlife called God's Basement. *The Operator* keeps instructing you to go deeper and explore the depths of God's Basement, while simultaneously revealing the details of your past life, along with the horrors associated with it.

Features

- A strong focus on atmospheric tension
- Two main environments, a modern office area and a house
- Includes puzzles and riddles with varying difficulty
- Primarily a "Walking-Simulator"

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- Emphasizes the unfolding of a story rather than fast paced action-oriented gameplay
 - Provides an intense psychological horror experience

Gameplay

God's Basement doesn't have any complicated mechanics. The game doesn't involve any survival, retaliation or "hide and seek" style gameplay. Atmospheric horror elements are emphasized, along with creepy and borderline disturbing imagery. Most of the events in the game are scripted and straightforward although there are puzzles and riddles to be found. This game follows more of a "Walking-Simulator" style of gameplay than an action oriented one. If you're looking for a fast-paced, action-packed survival horror experience, this game probably won't satisfy that need. If you're looking for a slower-paced, narrative-driven experience that puts a strong emphasis on fear, give this game a try.

Title: God's Basement
Genre: Adventure, Indie
Developer:
Erebus
Publisher:
Erebus
Release Date: 16 Oct, 2018

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English,German,Russian,Simplified Chinese,Japanese,Korean,French







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I totally recommend this game. It is an excellent demo of what a VR strategy game could be. They made an excellent use of the VR 3D and immersion. The interface is innovative and extremely intuitive, which has not been the case for 70% of my VR games. The only downside is it is overly simplistic for real gamers. It takes about 10 minutes to experience everything the game has to offer. I would love to see this game evolve into a full fledged strategy game which encompasses research and a tech tree, and maybe even interaction between AI/other players.. Hilarious and creepy. Well worth the affordable price. Aristotle would be proud.. Another beautifully crafted plane. The attention to (visual) detail is pretty astonishing. But as others have pointed out, this craft lacks both the Checklist and Reference pages on the kneeboard and requires a LOT of trimming. Don't expect it to fly straight under anything except the calmest of conditions.

The flight plans are interesting enough. This is not a part of the world I fly much, and they serve as a welcomed reminder that there is an entire world to be explored in FSX! That being said, they aren't part of any mission and won't appear in your mission selector. Instead, you need to load the flight plans in Free Flight.

And for those of you searching for those flight plans:

C:\Program Files (x86)\Steam\SteamApps\common\FSX\DLC\343952\DLCMyDocs

If you are searching for realism, PDMG this is not. If you are looking for fun and interesting ways to kill time, this will keep you busy for several hours at least.. I hope you love Mahjong because if you get this you will have to play a lot of it to complete it. Having said that, who doesn't love the simple relaxing act of clicking off pairs of tiles? This version will reward you for quick play and using as few moves as possible, so put on your lucky hat and sharpen your senses by a string of meditation techniques. There is a reset button you can hit if you get stuck which saves your total progress but shuffles the tiles remaining.

The patterns are complex and varied, the music is pleasantly ignorable and the achievements are well-enough thought-out. Plenty of play in this, well worth the low price.. Despite not being the Elder Scrolls game that I had hoped for, I really enjoy this MMO. The community is top notch and there is always someone willing to give a helping hand. Compared to other MMOs that I have played the ESO community is remarkably wholesome.. its a good game for people who like to play story games with their friends

. Super nice rhythm game! If you're used to those, count approx 2 hours of gameplay for the 100% achievements. It's worth it though, as the game is really nice, the music too, and it's sold for cheap :)

I still have a couple of remarks. The beat is really hard to hit precisely as the music is not always 100% on sync, and also, you have no precise way to know if you're too early or too late except if you're reeeeeeeally late/early (your only visual aid is the trail left by the balls). This is really annoying because even if you are really precise, when you take into account the slight desync of the music + the potential keyboard input lag, it makes it impossible to play above 2x speed, or even 1.5x for the bonus level.

I hope that devs will add a ticking sound on the key presses (to help us correct the kb input lag), and also some precise visual aid like inosu!. This would be really nice :)

Great game overall!! Enjoyed Pako 1 on mobile. Very much enjoying this one/. Paid as much as I would for a decent cheese burger and it was a fun game to play for a few hours. Not terribly long, moderate replay value, and like Rogue Legacy, you spawn as a new hero with new abilities, but I didn't die enough to fully enjoy that mechanic.

7.5/10 would play a game similar.. Absolute Garbage Game waste of 11gb download and my time

Garbage graphics

Poor Game engine

Constantly Crashes

Bad menus

Over all i would give it a big fat zero

Totally awesome game! I got it as part of a group of random Steam codes and I got this little gem!. This just isn't good. The cartoon's amusing, but the handling suffers badly from the mobile port. Not something I'm interested in playing any more of..
EDITED - I have a new iMac with Intel Iris Pro Graphics and the game wouldn't save properly.

I purchased COD Modern Warfare 3 which told me to go to System Preferences > Security & Privacy and choose the Privacy Tab and allow Steam access. Black Ops is an older game and didn't give me this notice on a new computer. It's a little claustrophobic but a nice game and seems to be saving correctly except there is no Quick Save. I bought this on [Amazon.com](https://www.amazon.com) for \$5, not worth \$20 IMO. Hope this helps!. Putrefaction is a first person shooter game. It's not too bad; somewhat reminiscent of a 1990s game of Doom. It's not fantastic, but it's quite ok to play.

You are deep in a laboratory facility, with the intent of investigating the outbreak of a disease, but you end up fighting off hordes of horrible mutants instead (my initial investigation of the facility lasted about a minute, the rest of the time was spent being attacked by mutants, or walking around being scared of being attacked by mutants).

As someone who doesn't like horror movies (and therefore never watches horror movies), I think that this game had a bigger impact upon me than it would upon someone who loves horror films and is therefore inured to the genre (of course, it could be that someone who loves horror movies has something a bit psychologically wrong with them in the first place).

The ambience of Putrefaction is quite good; the confined darkened corridors, the spooky music, and the monsters all add up to a "perfect storm" of heart-pumping action (although, bear in mind that it looks like a 1990s-style game).

I must admit that, when I was attacked for the first time by one of the second type of mutants, who was skittering along the ground towards me (and therefore I didn't see him straight away, until he was almost in my face), his initial attack elicited an involuntary "F**k me!" from my lips (this is coming from someone who doesn't like to swear, and who tries to avoid doing so).

Each time I walked through a doorway into a new area of the underground complex and a "Game saved" message appeared upon the screen, I thought "Oh no!", because I knew I was going to be attacked by yet another horde of mutants.

My only real gripes about the game were:

- 1) It doesn't tell you what the controls are; you have to figure them out for yourself. However, they are the standard FPS WASD type of controls, so it should only take an experienced gamer a few seconds to work them out.
- 2) You can't change the controls.
- 3) You can't save the game. However, it does auto-save when you enter into new areas.

As an aside, I thought that the music was very well done, and possibly outshined all of the other elements of the game.

It's only \$5 on Steam, so it's not a bad price (and if you buy it when it's on special, then even better).

It might not exactly be my cup of tea, but it is well-made (albeit, 1990s style).

If you like horror games or fighting mutants, then this game would be worth getting.. Only get when its on sale 50% off.

Recommended due to permanent boosts.

"Captain's Cut" Permanent credit reward bonus +10%. Great expansion to a great game. Adds about ~10 hours of new content (if you want to collect the new cards) and a satisfying new boss. The new hero, Settsu, is my favorite of the bunch; she feels incredibly satisfying to play. Try an attack-speed build with upgrades to your penetrating lasers: the damage is unreal.

Thanks for another great product!

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