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About This Game

Lost in a frozen wasteland and split up from your partner inside an abandoned castle, the only possession you have left is a walkie-talkie with a familiar voice on the other end. Can the two of you find your way out in time?

Note: This game requires both players to have a working PC-compatible microphone.

We Were Here is the free pilot episode in a [series](#) of cooperative standalone puzzle adventures. Two players are trapped inside an abandoned castle, with Player One confined to a small secluded part of the castle as Player Two roams the halls trying to find Player One. Every room challenges your wits and ability to communicate clearly, using only your voice.

Are you ready to find out how well you and your friends work together? If you like living on the edge, try playing it with a complete stranger!

- Atmospheric thriller setting that will keep you on the edge of your seat.
- Overcome challenging puzzles by working together - each player has a completely different game experience.

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- Explore intriguing environments and search for clues in a fictional castle inspired by Castle Rock, Antarctica.
 - Inspired by games such as: Myst, Amnesia: The Dark Descent, and real-life escape rooms.
 - Optional Virtual Reality support. Enjoy the game with or without VR!

Looking for more cooperative puzzling? Check out the next part of the series: [We Were Here Too](#) and the upcoming [We Were Here Together](#), expected next year and can be added to your wishlist now!

Title: We Were Here
Genre: Action, Adventure, Free to Play
Developer:
Total Mayhem Games
Publisher:
Total Mayhem Games
Release Date: 3 Feb, 2017

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Minimum:

OS: Windows 7 32/64 bit

Processor: i3-4130 or equivalent

Memory: 4 GB RAM

Graphics: Intel(R) HD Graphics 4000 or equivalent

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 4 GB available space

Additional Notes: A working PC-compatible microphone

English







the new map is good for tourism so i dont complain. Thanks for killing what used to be a great game overkill...
It's

Edit: I sold it on Ebay for 40€ so that's the only thing I can recommend to do with this junk.. Awesome atmosphere and ambient music, great puzzles, ingame hint system, two alternate endings, but too short !

Edited: now with even a small expansion! Super enjoyable for puzzle fans and even easy to revisit.. A little god game all about experimentations, really fun!

It took me a few games before completely get the hang of it, but it has fun from the start nonetheless.

. Sacraoar is an rts game that took all the progress of rts games from the last decade and threw them out the window. You can't build towers close together, the level of unit micro-ing requirement is freaking insane, there is no patrol function, the economy system is poorly implemented, building variety is poor, very limited unit composition, max players per map is 2, map design is incredibly uncreative, and sound effects are poorly orchestrated. I could go on but I am limited on characters. To be fair this game is millions of times better than APOX, but alas this game can't compare to any of the AAA RTS games. Sacraoar is quite a experience. Need your RTS fix? Go play supreme commander AGAIN!. This is a turn based, RPG, strategy game that reminds me a lot to warhammer because units can move as with a rule instead of hexes or squares.

The features two campaigns: humans and undead. Each faction has their own good and funny story and conversations. The battles are separated by story pieces, so after each battle you will have some text to read/listen, or you can just skip it if you just want to fight. The upcoming gold version will feature open world as well as story with some other additions so it might be worth getting the other version.

The humans are a faction with a lot of versatility, they have powerful defensive units as well as cavalry and mages, while undead have the necromancer unit which provides a unique game-play, and some cool secrets.

Every unit earn experience points that can be used acquire upgrades and new skills, while heroes can also equip items (You can enable items for all units, tough). The heroes allow you to get other faction units for your army, so you can get very innovative armies.

There are some options to be made and a lot of hidden units and levels, so it has some replayability, aside from different difficulties.

It is a good game with a start and an end, which can sometimes be good because you won't be saving all your money later".

. Unmechanical is a real nice Puzzle Physics game.The puzzles are real nice kinda has a portal feel to it.Good relaxing music and good graphics also.Real good game.Once again i say give it a go !!. Reverse Plants vs Zombies with KILLER SOUNDTRACK. Lots of guitar and 80's cliche opening it's pure gold.

Amazing game to play on my crappy netbook i take to work.

Stay away from this game. When I first saw this series it seemed like a brilliant idea, ironclad vs ironclad hasn't really been done before but the game is completely unfinished and has a complete lack of almost everything. It takes forever to play even a single engagement, you can't control your guns, you can only control a few ships at a time not the whole fleet, no custom battles or even any customisation of the game at all, you can't even get a list of the key bindings and in all honesty I bought this at 90% off on a steam sale. I wish I hadn't wasted my money. Very few people will find this game worth any amount of time because there is really nothing to do at all and you'll be bored out of your mind so you're much better off going saving your money and doing some digging for another game. Do not buy this ... it is destined to become abandonware ...

DTG are developing a pro version of the 390 with actual VT livery ...

It doesn't matter how cheap it is, you will still be buying a chocolate teapot if you buy this ...

If this is still on sale after the new version is released its primary function will be as an "idiot test". Sheathing the sword is the only enjoyable part of this game.

Enemies are boring to fight and put up little resistance. The Super Moves are only fun for the first few times you use them as there are only 2. You also get the super moves far too often so you can just spam them and finish the fight in what feels like seconds. There is also 0 tactile feedback when you slice at enemy.

The running is okay however I could do with some adjusting. I don't like that you sprint into walls to climb them because it means that you're staring at a really bad texture until you reach the top.

The boss battle is one of the most boring things I've ever done in VR. For some reason they stick you in a tiny arena with him so you have barely any space to move without bumping into a wall. I had to quit half way through it as I completely lost interest in where the game was going.

Hopefully the game improves dramatically in future updates cause this game is definitely not worth the \$20 people have paid.. **VERLIES II is a hardcore dungeon crawler with a very interesting art style and an addictive combat system.**

You must attack, defend, use skills and potions at the right time, as each enemy has its own attack timing, and mastering this is very important to survive. If you make any mistake, it's almost a certain death! Having a good build is also very important, so keep it in mind when leveling up and choose the right skills.

This game is very challenging: if you die, it's over, you lose all your gold, XP, skills and items, and you'll have to start over again, in a new randomly generated dungeon. Also, there are some puzzles that you must solve to progress further in the dungeon.

If you like challenging games, VERLIES II is very recommended!

Review em Portugu s

VERLIES II   um dungeon crawler hardcore com um estilo art stico bem interessante e um sistema de combate viciante.

Voc a deve atacar, defender, usar habilidades e po es no momento certo, j  que cada inimigo tem seu pr prio tempo de ataque, e dominar isto   muito importante para sobreviver. Se voc a cometer algum erro, ser  uma morte quase certa! Ter uma boa "build" tamb m   muito importante, lembre-se disso ao escolher as skills corretas quando voc a subir de n vel.

Este jogo   muito desafiador: se voc a morrer, j  era, voc a perde todo o seu ouro, XP, habilidades e itens, e voc a vai ter que come ar tudo de novo, em uma nova dungeon gerada aleatoriamente. Al m disso, existem alguns quebra-cabe as que voc a deve resolver para avan ar.

Se voc a gosta de jogos desafiadores, VERLIES II   muito recomendado!. its amazing. I'm a Rugby League fan, Love the NRL as well, But this game is garbage, Looks like Rugby League but under the pretty flashy exterior is a

hideous game, clearly written by people who have the sporting know how of a one eyed hamster named Colin.

what a great waste of cash.

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