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About This Game

After the battle is over, someone has to cleanup the mess! Introducing Viscera Cleanup Detail: Shadow Warrior from RuneStorm, a unique crossover mini-game that combines the worlds of Viscera Cleanup Detail and Shadow Warrior. Step into the rubber soled shoes of the hapless janitor tasked with cleaning up Lo Wang's mess after a devastating katana battle in the collector's temple from Shadow Warrior. Mop up pools of blood, dispose of body parts, and get the collector's gallery of antiques in tip top shape as quick as possible! Successfully clean the entire temple and collect all the scattered cash to unlock two Steam achievements!

Viscera Cleanup Detail: Shadow Warrior is free with purchase of [Shadow Warrior](#).

Title: Viscera Cleanup Detail: Shadow Warrior
Genre: Indie, Simulation
Developer:
RuneStorm
Publisher:
Devolver Digital
Release Date: 11 Oct, 2013

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Minimum:

OS: Windows 7 / Vista / XP SP3

Processor: 2.4GHz Dual Core CPU

Memory: 2 GB RAM

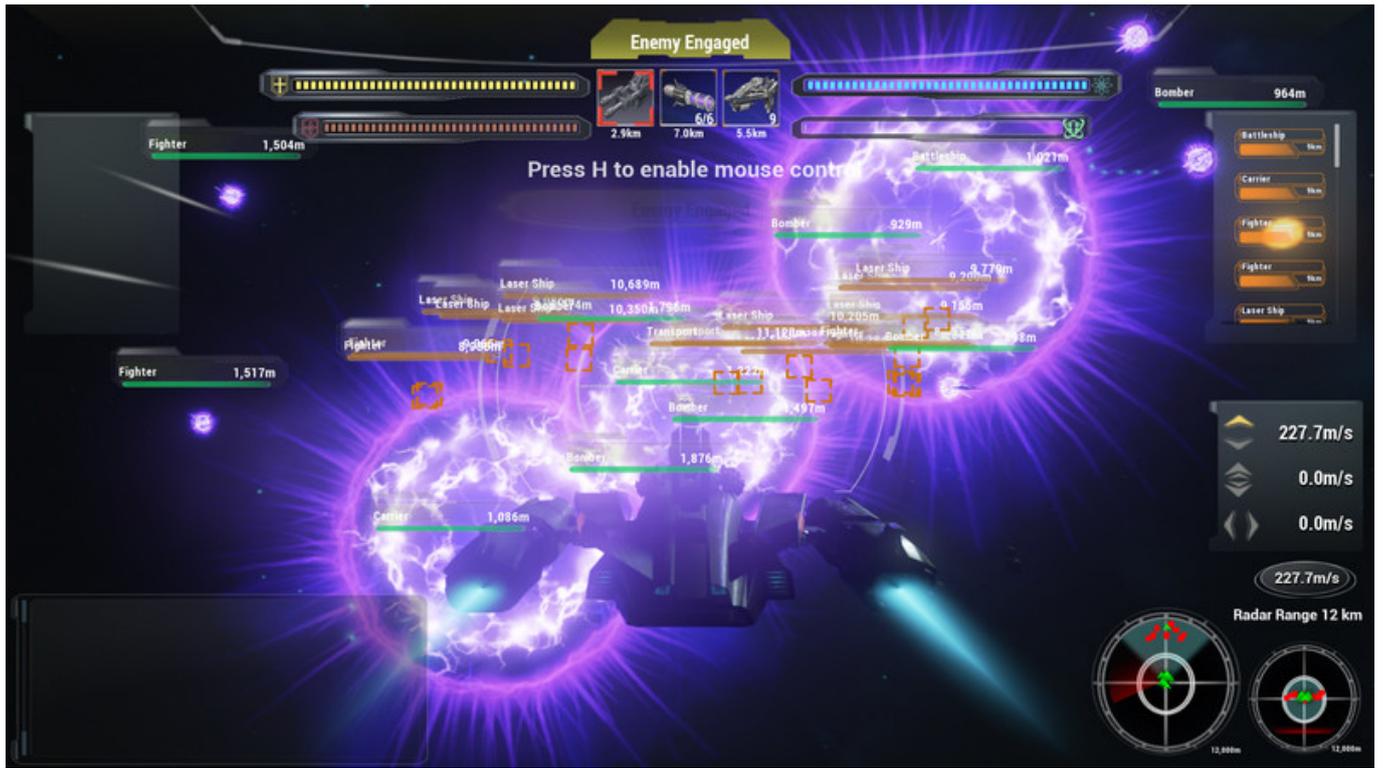
Graphics: 512MB Shader Model 3.0 Nvidia GeForce 8800 GT or AMD Radeon HD 3870

DirectX: Version 9.0c

Storage: 1 GB available space

English







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After patch 4 we have teleport locomotion, but my Vive controllers didn't work when I press the button 90% of time during teleport attempts. Teleport works fine only with gamepad, so I play with him. I also teleport-walk instead of driving and close eyes during up-down, so I play now without motion sickness.

Overall, I like this pretty good looking and relaxing game with puzzles and immersive walking around another planet.. 1st episode must be played to fully enjoy this one.

If you liked the 1st one, you will like this one. If you didn't...

6/10.. Was really looking forward to this game. However it's a console port. Therefore it feels sloppy and difficult to control with a mouse and keyboard. Thankfully i was able to get a refund. I wouldnt recommend to anyone on PC. Love it.

The Enviorment

The Characters

and The Jumpscares are pretty decent!

Congrats on the game! Can't wait for my video :). Its more than just a 'seek and find' game; its an adventure.

Elementery, my dear Watson.

I like it.

Why in \u2665\u2665\u2665\u2665's name do I have to reset the mods every \u2665\u2665\u2665\u2665ing time I launch the \u2665\u2665\u2665\u2665ing game!?

Also, the manual hasn't been updated since launch, and the new mechanics added by the expansions are obfuscated to the point that decyphering how they're supposed to work is essentially impossible (to the point that you can't find any proper guides anywhere, rendering the game extremely frustrating and essentially unplayable).

This used to be a rather bland and generic but mostly enjoyable game (in short bursts, while waiting for the next Stellaris expansion to release... it quickly becomes extremely tedious and repetitive if you play it for more than a few hours every few months), so I decided to dust it off and try the new expansions while waiting for Wolfe... but I'm pretty certain this'll be the last time I fall for it; the bad points have just been exarcerbated and made whichever few good points there were even more unnoticeable.. This has great potential. I cannot wait for more game modes, more players and optimisations!. Maybe when it's on super-discount. Otherwise... meh.. Much Goat. Good. Purple. Nice.. Simple choices with varying effects that give multiple endings for each character. A good 'fetish novel' to curl up with and read when feeling slow or just want a little pick-me-up fantasy read. I can agree that its not for everyone's tastes, and if you haven't read a 'Graphic Novel' before I wouldn't recommend it as a start, but for those that have read graphic novels before and enjoy the types of things that come in this I'll say a few things.

Cons I've seen

- Minor Spelling/gramtical errors

Pros I've seen

- Good stories that can become emotional

- characters aren't 2D on their emotions

- Imersive 1st person perspective that is also shown from a 3rd person view allowing you to be in the mind of the character while not actually being the charater.

I'd love to see these stories continue and hopefully as it develops we'll be seeing more characters and additions to the stories as what happens later down the road.

Rating 8/10. This game is really confusing, but it does offer interesting gameplay that I have not seen in other games.. Very nice start and my kids love it

Patch 1.2.2:

Hey we did it again. We realized that online scores system would only work for 2015 so we were forced to update the game once again...

So we used it as an excuse to improve a few things. Yay! 🎉

🔦 **We added button tags.** We were very surprised that not many people played the FREE TOURNAMENTS. Which is strange we as have very cool prizes and very enjoyable game modes. Maybe people didn't know about them as it didn't say anywhere the word "TOURNAMENT".

🔦 **Gameplay: Sectors 2,3, 4 and 5 are more interesting to play.** Before they used to be, for some players, stages that they had to go through to get to the real fun game, for expert players they weren't much of a challenge.

🔦 We also made **some small tweaks in the power-ups system** .

🔦 We **updated** some vortices' **graphics** and some really tiny tweaks in player ships.

🔦 **RETRO MODE:** It has been made more accessible and authentic.

We added the retro mode button in the main menu. Previously it was hidden in options.

Note about this mode:

"Retro mode" in Vortex Attack changes the textures, transitions between stages, removes all modern hints and changes other effects. It changes the feeling of the game but, in reality, the game-play remains the same as the non-retro. So you can play and score for hi-scores or tournaments.

 Beware! We will find a bug somewhere and we will end up upgrading again. Until then.... have happy blasting away all those minions and scoring high!  **Participate in the betas:**

Hello everybody,

We are uploading new exciting unique experimental versions for you to test them out before anybody else does!

They might have features that never see the light, who knows?

How to access them.. **Version 1.0.2 PATCH upgrades.:**

With this new version, we have improved:

- **Game performance** game remains playable in lower specs.
- **Power-up system** thanks to the feedback from some reviewer.
We don't want luck to take a big part on this game, powerups are more suitable for each level and better distributed.
- **Level 42 mothership.**
We noticed some of you got stuck there. We made it slightly easier but don't expect a walk in the country side.
- **Improved special ships (plus) graphics.**
- **Improved scoring system:** now bonus are not going to give you super high scores.
- **Fixed lumergy and ICC achievements.**
- **Other smaller issues**

Please let us know if is there anything else to fix, if you can find any!

Enjoy & Thanks for playing!

. **Patch 1.3.4:**

After over a year without patches, here is what needed to be done.

FIXES: In Dungeon Vortex Attack:  **2018 is ending. Can you make it to the Top 15?:**

Best shooters 2018 , last 10 days!. **Release date moved to 27th May 2015:**

Hello Vortex Attack players,

We need to work in the game a little bit more so we postponed the game 4 weeks.

We also have been working very hard to lower the min specs fixing some bugs that made the game run slower than it should.

As we develop new features we need to re-test all the new bits and check if old ones break. So 4 extra weeks seems to be a fair amount of time to have a very polished super playable fun game. I just hope we don't have to postpone it any longer. We want to release the game as soon as possible.

*Till release date we will be releasing a few versions to be played by you guys.
We need more feedback. We are using it all to make a better game.
Don't be shy, help us!*

Thanks!

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