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## ViSP - Virtual Space Port Activation Code Offline



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### About This Game



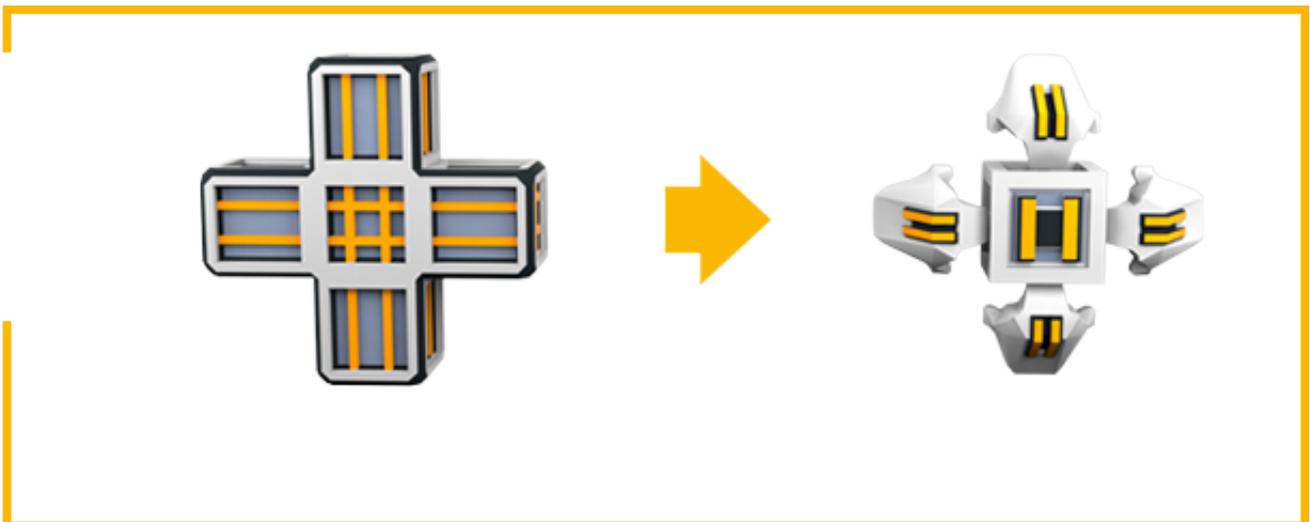
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The core feature of ViSP is the unrestricted building mechanic. By dragging blocks out of one another, you can freely create complex, intertwined structures filling the whole room!



Your goal is to connect your space port to all the monuments floating around you in space, to gather their energy and find other cores scattered in the galaxy.

In order to do that, you need to manage your resources, form patterns out of blocks to create special modules and build defensive structures to protect your station against enemies.

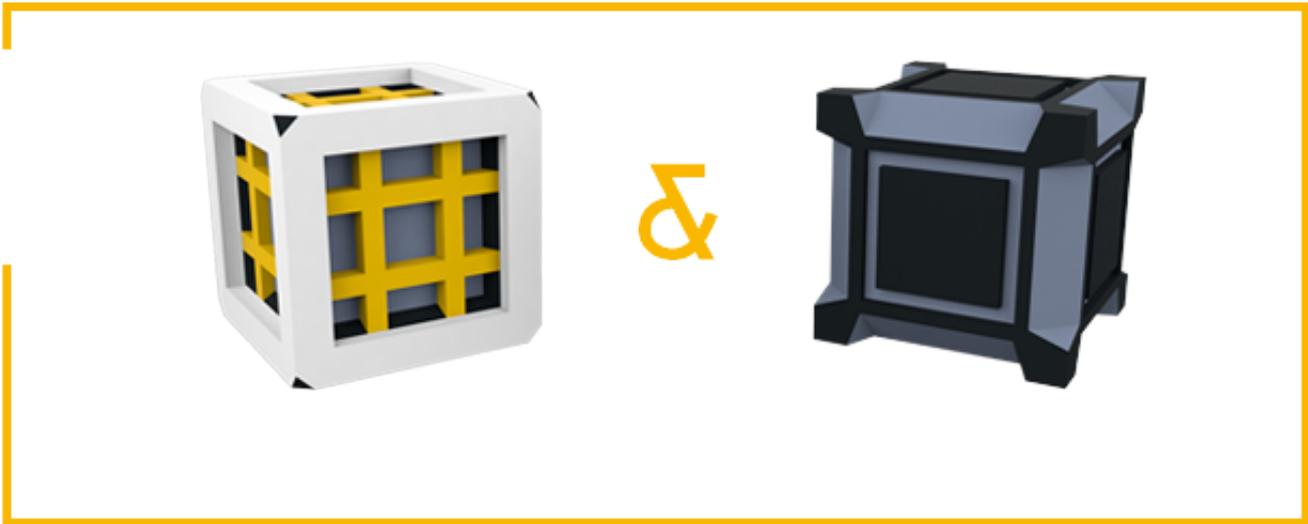


ViSP is a fresh approach for a VR building game, with all game mechanics tailored towards a unique roomscale VR experience.

The game is simple and intuitive at its core, but gets increasingly complex the further the player advances and offers a large creative freedom.

Lose yourself in the calm and fascinating atmosphere and let your creativity flow while constructing an aesthetic and complex spaceport spanning the whole room!

On the other hand, you need to react quickly and build up your station strategically to defend it against incoming threats, while always keeping an eye on your resource counter!



ViSP is developed by Visper Games, a team of two Game Design students from Berlin. It started off about two years ago, as a small game jam project at university. The development was an exciting ride for us since and now we're glad to finally release our first commercial game!

We're happy to receive any kind of feedback, so feel free to contact us! We'll do our best to respond to your messages quickly and to fix any problems that may occur. :)



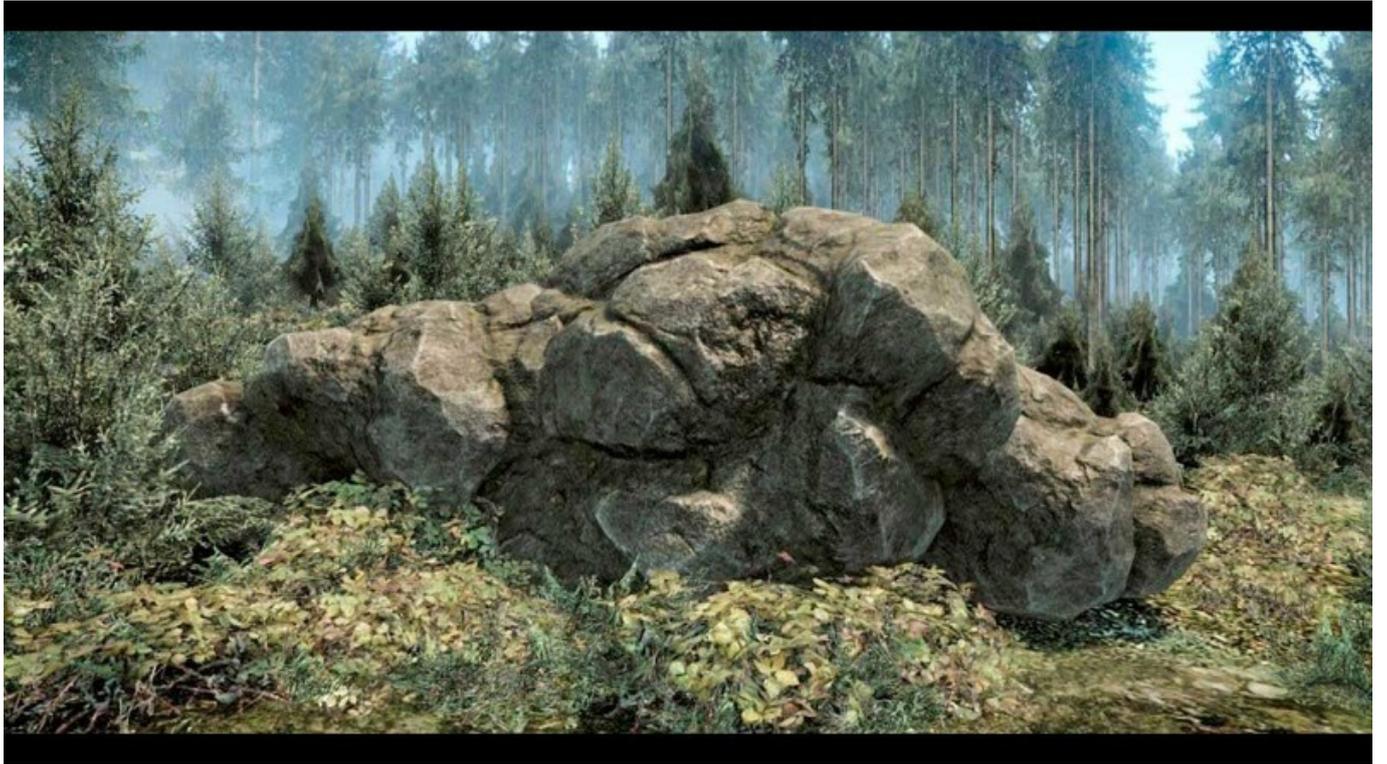
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Title: ViSP - Virtual Space Port  
Genre: Action, Casual, Indie, Strategy  
Developer:  
Visper Games  
Publisher:  
Visper Games  
Release Date: 28 Feb, 2019

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English, French, Italian, German, Russian, Simplified Chinese, Traditional Chinese, Norwegian, Portuguese, Turkish, Japanese, Korean, Vietnamese







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I cant see the LAUNCH button on the start screen without changing the resolution of my monitor. I cant change the size of the start screen, I cant use enter or "A" or "start", It makes you use a mouse. Is this even a flatland game at all? why the hell is there a LAUNCH button that you have to access on your monitor? Its a HUGE pain in the\u2665\u2665\u2665\u2665\u2665 to get it running and so far the servers for multiplayer have been down but once you get it going its pretty fun. Lots of promise but should be tagged early access... lots of kinks. Thumbs up but I got it on sale and love all things mech..

<https://www.youtube.com/watch?v=OXOIPsj5xT0&feature=youtu.be>. This is what I am talking about. An actual game! What do I mean by that? I'm an old gamer. Atari 2600 old. We all know what a corporate mess AAA gaming has become. Ruined by suits. This game actually is a game. It isn't a mindless roaming shoot and loot deal that we have seen a hundred times. No it isn't everything and the kitchen sink and it isn't trying to be. It's a submarine game and it does just that. It is so nice to do something unique and different. They struck a good balance between fun and realism. I admit I used to feel like I needed a vacation to play Silent Hunter at times.. Far too much RNG + Lots of Pay to Win = Spellstone. I murdered the revisionist dog Deng Xiaoping and established fully automated luxury communism with Chinese characteristics. 10/10. Book 3 of 3 - Interactive Novel Thoroughly enjoyed the 3rd book of the series, it wrapped up all of the loose ends nicely and had some unexpected twists and turns included in it.

All up, the 'Heroes Rise' series was worth the "play". though slow at times the hero that you create feels like your own imprint into the heroic annals of time.... The game plays as expected. However, the background is extremely busy, colorful, and ugly. The background actually makes it difficult to concentrate on the cards, but there's no way to change it or turn it off.

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good old close combat finally on steam

highly recommended. I barely had a chance to get through the tutorial, I saw the monkey monks once, very briefly, and then I needed to stop playing due to an insane amount of motion sickness. I even tried playing another game that I had played before with no problems, but any tiny bit of glitch, and my stomach flipped, I needed to literally end my VR gaming session after playing for 20 minutes, and I felt sick to my stomach for at least an hour afterwards.

Until the movement mechanic is fixed, I will not even be able to attempt to play this game again.. It took until I left the world tree to get into some quests to deliver the rest of the materials, so be patient in the delivery I guess..

\u6211\u751a\u81f3\u8fde\u4e00\u53ea\u54b8\u9c7c\u90fd\u4e0d\u5982\u0001. this music... this incomprehensible music... srsly! music in SGH Original (it like free dlc to Resurrection) more better. I suppose the first thing that made me dislike this game is the fact that it is just frigging hideous looking. Just look at the screenshots... I must have been gifted this game or it was in a bundle because I never would have thought about purchasing something that looks like a half-digested sonic on acid.

Add in stiff controls, lame level design and odd music and you have yourself a loser. :(

Sorry developers.. Addictive local multiplayer with nice graphics style.

We played it for couple of hours straight :). good music!

Punch Planet Penkura The Garden Pub Alien Grenadier: The Lost Colony Clea Empyrean **New, improved stats:**

Thanks to feedback from our customers, Choice of Games author Kyle Marquis (*Silverworld*, *Tower Behind the Moon*) has recently updated *Empyrean* to include a streamlined, more comprehensive stats system—players can now specialize in skills that were previously opposed, bringing new dimensions to the game and the Actorius universe.

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