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About This Game

Divergence: Year Zero sets the stage for what would become the "Divergence" universe in a modern-survival adaptation and prequel to *Divergence: Online*.

As the emergence of the first non-sapien humans to inhabit the Earth in over 200,000 years (Homo-Solitus) coincides with the catastrophic rupture of the Californian San Andreas fault, a lethal virus designed in the clean-rooms of Silicon-Valley biotech firms specifically to wipe-out the Solitus humans is released to the environment dealing a one-two punch to western American civilization.

As the burning wreckage of California sinks into the Pacific Ocean and the Cascadia Subduction Zone devours large portions of the states of Oregon and Washington, The U.S Government, working with both Canada and Mexico frantically struggle to contain the spread of disease. A disease born of a virus designed to wipeout Solitus humans, but released before it could be perfected and constrained purely to the Solitus genetic code, now running rampant and infecting all humans who come in contact with it with incurable psychosis, hyper-aggression and even cannibalism.

You play as a survivor to the initial catastrophe now cutoff from the rest of America behind "The Western Wall" erected to prevent the spread of the virus. No word comes in, no one gets out. A total communications blackout prevents cell-phones, internet or even television and radio from reaching survivors beyond the wall. Only a handful of cities avoided total collapse after the great earthquakes and the subsequent rise in sealevel consumed most of what was once the North-American states of California, Oregon and Washington.

Without the advent of civilization to protect him from his fate, man now once again lives at odds with the wild, although packs

of hungry roaming animals are no longer the most deadly thing you may encounter. If you survive the wolves, the bears, the elements, starvation or thirst, you just may live long enough to find yourself robbed or murdered by bandits or bandit-groups, or even worse, accosted by hordes of infected humans seeking to devour your flesh.

It's at least 30% worse than waiting in line for an iPhone is the picture we're painting here.
Welcome to hell.

Divergence: Year Zero is built on the same advanced technology that won it's predecessor **Divergence: Online** the rank of **#1 out of Over 1,700 Games on Steam Greenlight** during its cycle and benefits from six-months of additional improvements since then. Its key features being;

1.A **True-MMORPG** where all players coexist on the same server - No sharding or otherwise [/i]instancing[/b] of the playerbase. Any two people in the world who player Divergence: Year Zero play on the same server, guaranteed.
2. Simply Unbeatable Crafting. Divergence means "you determine every single stat of every single item that you craft by scouring the world for the absolute best raw materials and resources". Unless intentionally done so, it's impossible that any two items crafted in Divergence can be the same. Be the servers best weaponsmith who makes the best guns, the architect who builds the largest buildings for yourself or your group, or any of our other professions.
2. Skill-Based advancement. Chose as few or as many professions as you like and split your available skill points between them.
3. Combative and non-combative progression. Divergence rewards both weapons-related careers such as marksman as well as non-combat-derived professions such as scout, ranger, or doctor. Make your living healing other survivors, creating medicines, chopping down trees to create wooden fortifications or even training wild horses for use as trusty and reliable mounts.
4. Massive Housing and Construction. In Divergence, any player can work to create not just one, but multiple homesteads and **in virtually any location in the entire game world** for themselves or their group(s). Craft stronger walls based on the materials you used and create a huge fort, or even (with subscription) construct anything you wish out of *Ferrocrete Voxels*, Divergence's epic voxel-building and streaming proprietary system.
5. Advanced personal and civic power-management. Create power grids to bring light to the darkness around your home and keep the shitheads out while you're away.
6. Automated Resource Harvesting. Craft and deploy automated harvesting rigs to pull crude oil out of the ground for you, store it in barrels in your compound and defend it from Lord Humongous and his army of Road Warriors seeking to turn it into gasoline to power vehicles.
7. Design your characters appearance down to the smallest feature. This is how character customization should be in 2016 guys; We aren't going to make you wait two years just to be able to make a female character then act like it's some-kind of fecking accomplishment. Seriously.
8. Both world-loot and crafted versions of the same weapons and items. Love that AK you found inside the burned-out building but loathe the accuracy? Become an expert weaponsmith and build your own version of the same weapon from schematics with potentially even better features!
9. Craft your own respawn and fast-travel facilities for yourself or your group, helping you get around the world quicker, helping friends get to you quicker, and helping you get back on your feet quicker when some jagoff blows your face off.
10. A policy of total interaction with us, your developers. We have a facebook group page. You describe your bug or bugs on there. We read it and fix the bugs. That's how it's always worked with *Divergence: Online*, that's how it works with **Divergence: Year Zero.**
11. Finally live out your fantasies of a career in "Road-Warrior"ing! Not only does control over fossil fuels dominate the economy and the landscape, but almost any item you can craft can be bolted directly onto your chosen vehicle for armor or just to look badass! Be careful though, welding objects to a vehicle will increase it's top-heaviness!
12. Tons of wild creatures roaming the wild, some aggressive, some fearful. Hunt them, harvest them, or run for your god damn life!
13. Vehicle customization! Salvage a tractor from an abandoned barn and strap barbed-wire to it's frame, or nail wooden spikes to the roof to keep the baddies off. Virtually any items crafted or looted can be bolted onto any and all of your property, house, camp, base, or vehicle!

All these features and many more, but oh did I mention:
"Virtually Unhackable"
Built on the same technology that makes *Divergence: Online* virtually unhackable, **Divergence: Year Zero** benefits from the same extensive engineering developed through years of R&D to create a scumbag-free experience for our players. Want to play another hastily-thrown-together Zombie Survival game and get head-shot from two-miles away with a shotgun? There are a lot of those out there for you, but if you want to play a game that instead says, "You can't do that. That's absolutely ridiculous,

GTFO!", you play Divergence.

Title: Divergence: Year Zero
Genre: Action, Indie, Massively Multiplayer, RPG, Early Access
Developer:
Stained Glass Llama
Publisher:
Stained Glass Llama
Release Date: 16 Oct, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: AMD or Intel
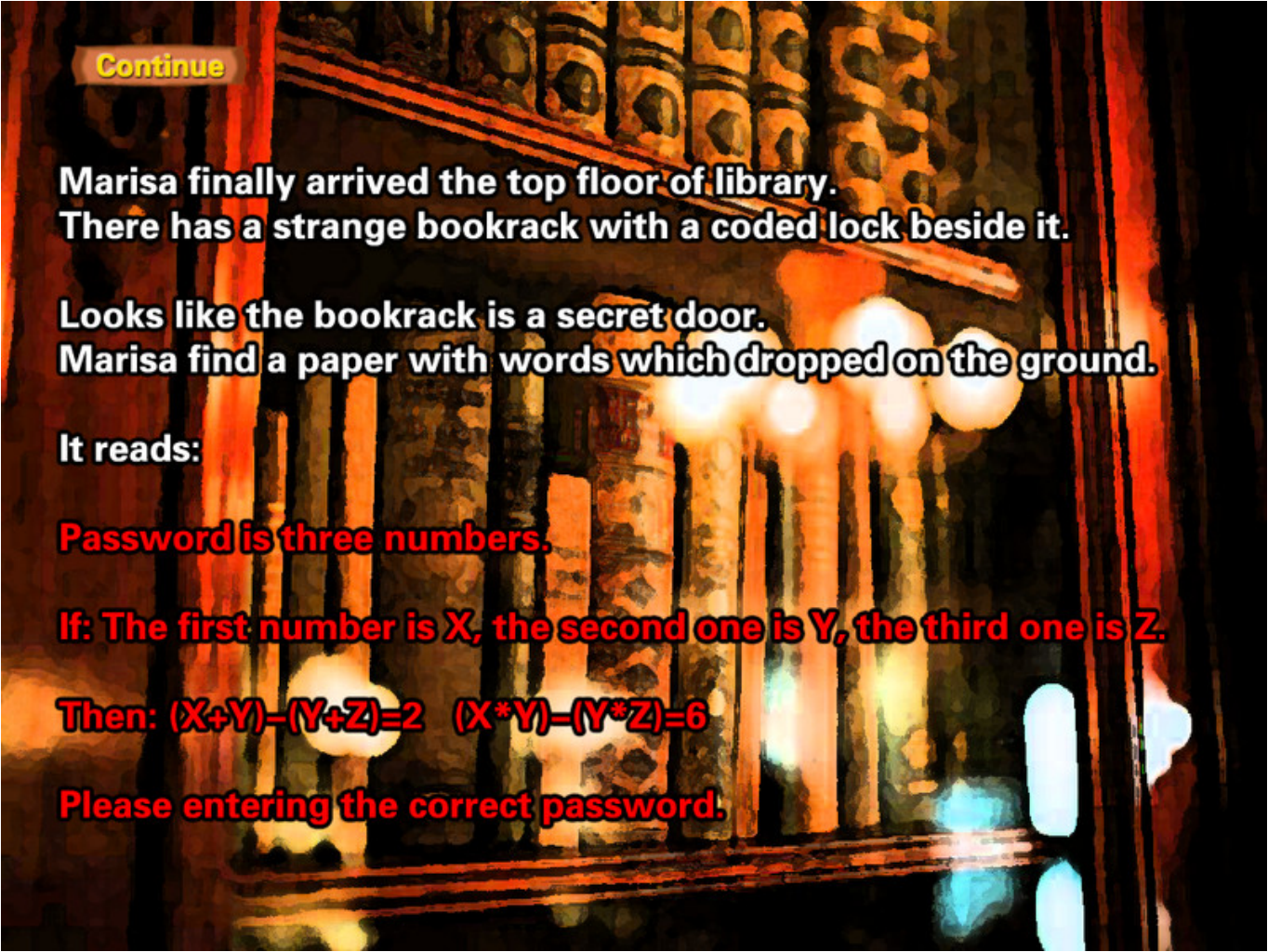
Memory: 8 GB RAM

Graphics: Shader Model 3.0 Compliant Graphics Card

DirectX: Version 10

Network: Broadband Internet connection

Storage: 6 GB available space

English

Marisa finally arrived the top floor of library.
There has a strange bookrack with a coded lock beside it.

Looks like the bookrack is a secret door.
Marisa find a paper with words which dropped on the ground.

It reads:

Password is three numbers.

If: The first number is X, the second one is Y, the third one is Z.

Then: $(X+Y)-(Y+Z)=2$ $(X*Y)-(Y*Z)=6$

Please entering the correct password.

divergence year zero

To be honest, when I looked at the negative reviews prior to buying this title, I thought that they were simple expecting too much from a not-even $3 program, and were disappointed when they didn't get a lot, but quite frankly, this is really not that great. The developers seem to be under the illusion that the shortcuts that work on a regular monitor - such as using low-poly meshes with a texture slapped on them, or making bushes out of multiple flat textures - will still be ok in VR when they simply won't.

The mountain and forest areas are jokes. These are where those problems stand out the most. It's very easy to see the flat planes of the bushes and trees, and the fact that very little time was put into the ground or anything more than the immediately visible environment. Seriously, if you teleport to the ledge in the mountain scene, the view below you is pretty much a green, vaguely-mountain-shaped blob. Admittedly, though, the fireworks area is sorta fun to play around in, but the fireworks are entirely manual, so if you stop pressing buttons, they stop coming.

I do like the rainy area, though. They seemed to actually pay attention to this area(mostly). The objects have a high enough poly count to not look boxy, and there are actually quite a few objects around the room, all with good detail to them, and it makes it feel like a believable space. Two complaints I have about it though, are the fact that the rain sound is the same volume regardless of your distance from the window, while the fire volume is determined by proximity, making it hard to hear the fire at all unless you're right next to it, and the fact that the rain itself falls very slowly. I don't expect much out of rain, but if I can track three different drops simultaneously as they fall to the ground, it's falling too slow.

Overall, if you are very specfically looking for a VR experience where you can sit and listen to rain and a crackling fire in a semi-believable environment, then go ahead and grab this app. If you are looking for something to interact with or move around a lot in, go find something else. If you are looking for a place to sit and look around at nice views, go find something else. If you are looking for pretty much anything other than the rain-and-fire thing, go find something else.. If you liked portal, antichamber or polarity, I can guarantee that this game will not dissapoint you.
Gimbal Gravity is a cool puzzle solving game which challenges your wit and wisdom at every stage of the game.
It jumps straight to the point of puzzle solving while also introducing a story which really adds a lot to the atmosphere of the game.
The puzzles are diverse and increasingly challenging. You will find that some levels feel like pushovers while you have the potential of spending ages trying to solve a specific puzzle.
There will be times of frustration when you can't solve a puzzle.
And there will be times of joy when you finally complete the level, spiced with the frustration of your own stupidity.

You have to be flexible.
I once thought I had solved a level and tried for 20 minutes to make the solution work through acrobatic prowess, only to discover that I could just walk to my destination. :D

And once I had solved a level only to fall of my platform in front of the exit, because of my own incapability to walk in a straight line. I did this trice!

11\/10 - would fail for no reason whatsoever again.. I love this series of games!. Best game ever 10/10 its the next hitman: blood money.. I recommend the game to everyone that is somewhat familiar with Esports, there is a lot of action and humor around it. I had a lot of fun while playing throught the game. It has a story filled with humor, the gameplay is full of action, especially during championships and i laughed my\u2665\u2665\u2665\u2665\u2665\u2665off during the cutscenes. The game is said to be partially translated into other languages and as a russian speaker and experienced gamer I found the gameplay to be very intuitive and easy to understand.

Totally a must have for those who dont take jokes too seriously. 10\/10!
Looking forward collecting steam cards!. it's kinda boring and it lacks in variety

I F***ING LOVE this game, one of my favourite point n clicks, nice humor, suitable for everyone, and it feels piratey/adventurey, the best of feelings!. For fans of science fiction I recommend. It's not scary, it's not action packed, but it is a very entertaining short story. The next chapter to this story could be a real standout for VR gaming and storytelling.. Money well spend in this game. You can easily get lost in the game for hours at a time.
The game is long enough and it has interesting story that makes you play more of it to reveal the truth.

I really liked the animated cut scenes in the story as you go along. They bring depth to the game.
When playing first time the doll gives you help, but in second time it is not necessary and the difficulty can be also increased.

I have played this game two times now and it still keeps me hooked. The horror part does not make you poop bricks but it brings little bit of excitement.

I will play this game until I have all the trophies.. Fallen: A2P Protocol is a XCOM-like Strategy game, much of the mechanic reminds me of XCOM, Its early Access and Alpha, so still a bit rough around the edges, but its fun and got good potential.
So far ive enjoyed it a lot, and if you are a fan of turn-based strategy game with RPG elements set in post-apocalyptic world i recommend you to buy and try this little gem out.

Heres some Gameplay
https://youtu.be/F4V6IP4xvIQ
. Game of pure luck. If you are wondering to buy or not to buy, first you must play Xcom. If you are the type of player who loves xcom and all the strategy in it, you will like this game!!

The tutorial is a mess and it takes a while to get used to all of the tabs within the game, but once you get it its addictive! Great game for its price.

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