V.T. Keygen

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About This Game

V.T. is a game where you live through the eyes of the protagonist throughout various horror stories a mix of fiction and non-fiction. Survive and explore the worlds within each story as you navigate unique sandbox environments with utterly terrifying atmospheres. You will be scared and you may not survive. 1-8 players currently.
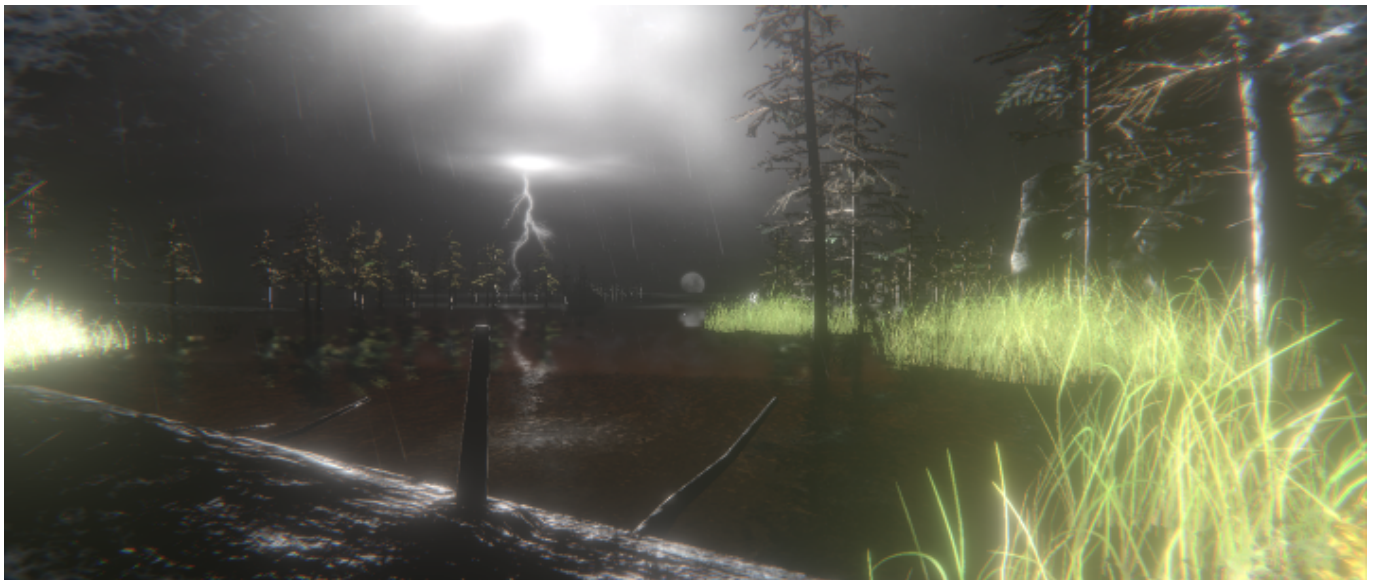
Have feedback or ideas?
Start a discussion!

The House (Single Player - Story):
You play as Tom a retired Air Force pilot. Tom is in his truck on the way home from visiting his parents over the holidays. He has decided to take a shortcut through the Rocky Mountains during a snowstorm...
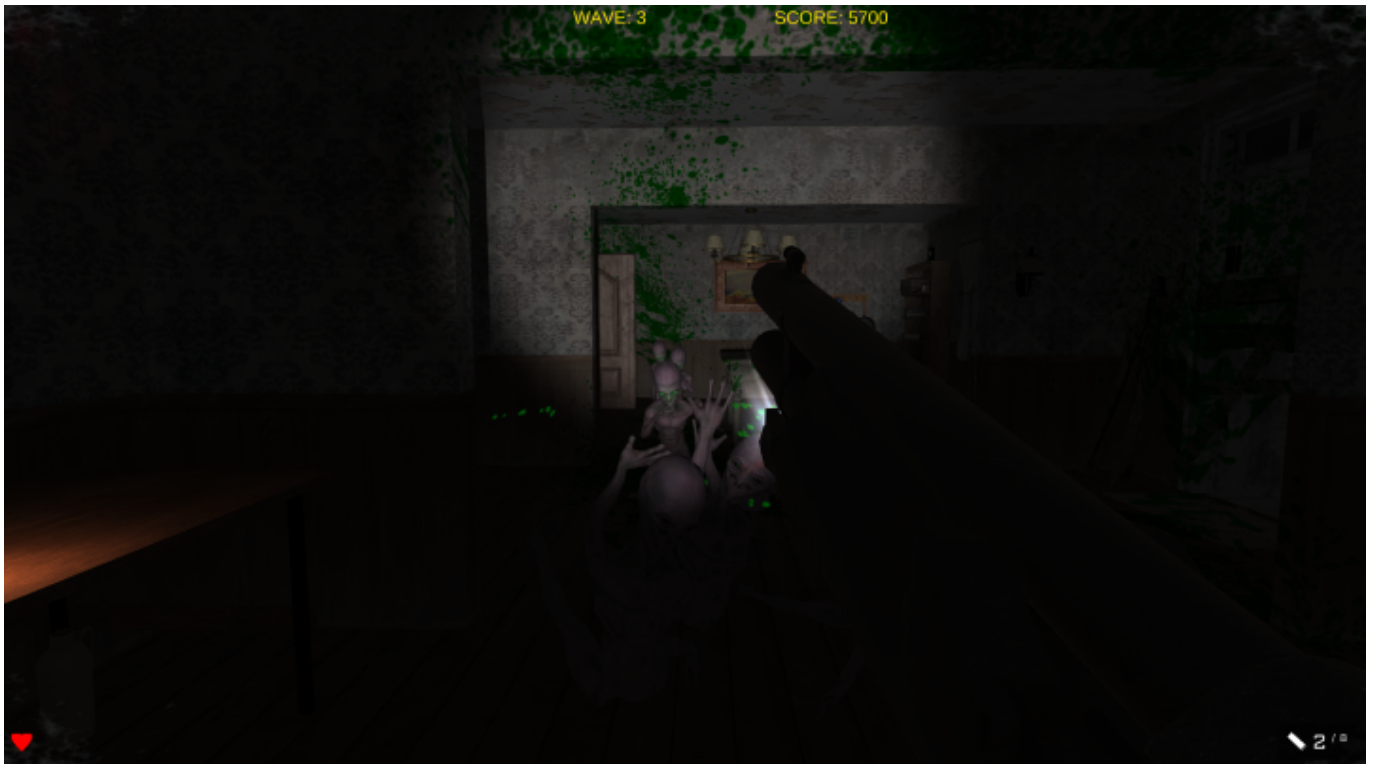
Black Water (Single Player / Multiplayer - Story):
Atohi is on his way to a national forest in Utah. He has been driving all night through a unrelenting storm. Unbeknownst to him, he is being followed by a Skin-walker...

Paranormal Invasion (Multiplayer - 3 different maps):
In this mode you defend your location from waves of paranormal attacks. Weapons and ammo will appear in various locations along with increasing attacks.

Key Features:

- Cold System

- Paranormal Creatures

- Challenging problem solving

- Crisis management

- Permadeath System

- First Person Shooter (FPS)

- Exploration

- Environment Interaction

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Contact: info@revmatek.com

Note: This game can be very dark depending on your setup. There is a brightness manager on the main screen. These settings will persist throughout the story. It is important to set the brightness correctly, setting it too high or too low may result undesirable game play.

There is also a particle manager where you can dial in the amount of particles (such as snow or rain) you want for a given story.

WARNING: This game may require patience and critical thinking at times of high stress or crisis. If you are easily frustrated this game may not be for you.

DISCLAIMER: This game is not recommended for anyone with a nervous disorder, epilepsy, or any other condition that may be induced from being intensely frightened.

Title: V.T.
Genre: Action, Adventure, Casual, Indie, Simulation
Developer:
Revmatek
Publisher:
Revmatek
Release Date: 17 Dec, 2018

 a09c17d780

Minimum:

OS: 64bit OS - Windows 7

Processor: Intel i3

Memory: 4 GB RAM

Graphics: NVIDIA GTX 780 with 4GB Memory

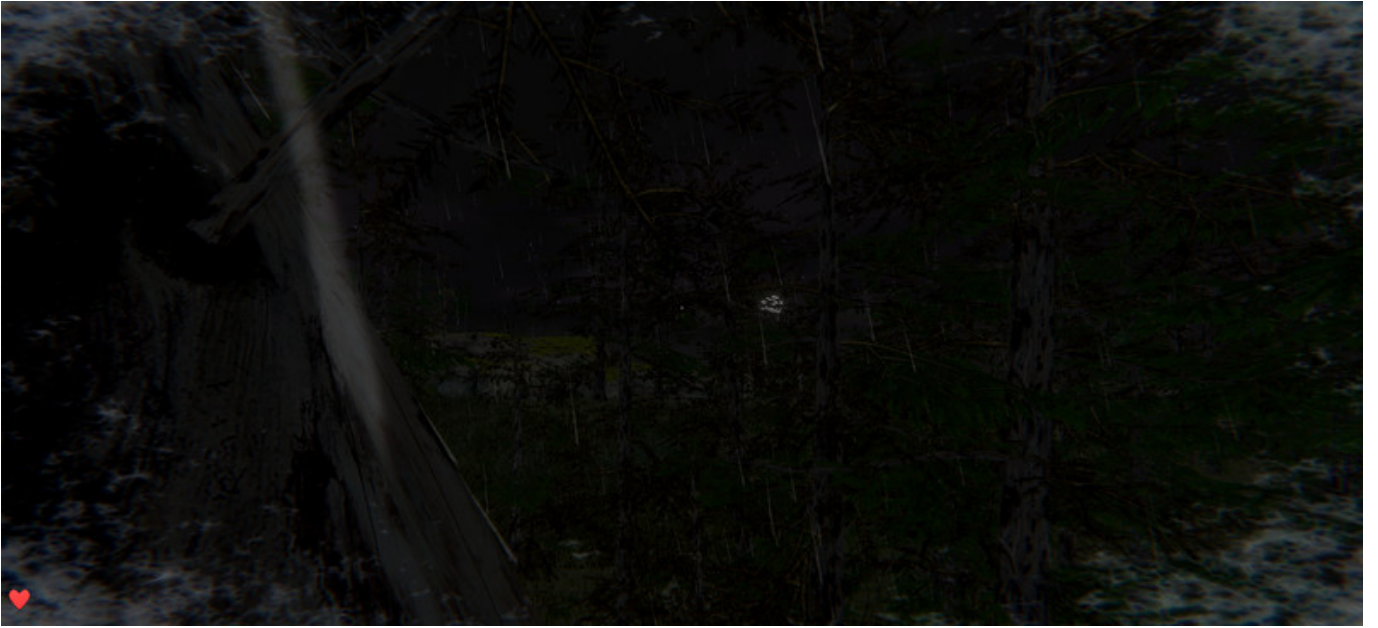**DirectX:** Version 11

Storage: 8 GB available space

Sound Card: Best played with a sound card that supports surround sound or 7.1 emulation

Additional Notes: [Performance Requirements](#)

English

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ijesztően szar. crashed my computer. I start the game but I can't play it :(
it just frezzes
. Well I must say yes this is a good game, Horror Puzzle but there are some bugs that need fixing, also to add the pistol i could not find but found 100's of ammo for it and for some reason where the dead guy with the axe, if you keep walking that direction there is a Camp of some sort with like a sheet flapping in the wind but you can make it there without freezing to death for some odd reason. I found all weapons, beside pistol, Axe,Wrench,Shotgun plus items like the Lantern. This Game is worth the Money but still needs Work. Good Job Creator. Has potential. kind of. Needs lots of work tho. Monsters just run randomly around. In multiplayer monsters would only run at and attack one player till they died then they switched to the next player. They literally pushed me out of the way to go attack my friend.. Great game! Exploring/problem solving along a main story line with plenty of depth and rewards for exploring further. Great atmosphere achieved by the developer for the different stories developed so far. Recommended!. I love this game, have only played "house" so far and am doing a few let's play episodes on this game (will be up in the next few days). I love how most things are very logical like finding the gun in the house. i found bullets then had a think about where someone might keep their gun and sure enough it was there, same with the gasoline. so far great but havent finished house yet and havent even started blackwater.

ONE MINOR ANNOYANCE, and i promise it is quite minor. at the tunnel section i ran myself over exiting the vehicle going at a snails pace. was kinda annoying since there is no save mechanic. that is all. ive got three episodes recorded and will finish House soon.

If anyone is reading this wondering whether to buy. trust me its got consistant mechanics, hours of fun, logical (sometimes illogical) puzzles and a whole bunch of scares. <3. Crashes directly after opening cut-scene. Literally unplayable.. i cant play the game it crashes on start of a level. I Highly Recommend This Game To Everyone. Hands down money well spent. This Review is for only for the first 30 mins. Also this game is based on a true story which makes it better. I dont want to spoil anything so that is why this is not a walkthrough. Once again This game was great.

https://www.youtube.com/watch?v=QILrQlDdIDQ

It's a bit expensive for an early access indie game, I still like it though. It is cool seeing it slowly develop. It has improved a lot in the last couple months. My biggest complaint is that it is not obvious enough when you are being attacked. The person you are playing remains silent and the alien creatures are not very loud. I end up being attacked from behind and not noticing until blood appears on the screen.. Hi, bought a copy of the game for my friend and I. Hoping to find a good Scary game to play on BUT it feels Unfinished/ glitchy and released too earley. ....Not hating on the game as it has GREAT potential! I can't recommend the game at the moment in time till the game is improved and becomes more playable and please sort the multiplayer out . (fingers crossed the game will be upgraded or patch up /improved then i will return and play this game)

*****PLEASE READ ALL COMMENTS**** My questions have been answered .

Version 8.08.2018 Update:

- Particle slider will now update (TH),

- Lots of trees (BW),

- Lots of rocks (BW),

- Grass touch ups (BW),

- Changed skybox reflection (BW),

- Black Water (BW) Development

. **Fan Art**:
I am really enjoying the fan art!

https://www.deviantart.com/alessamaster/art/Fan-art-V-T-786278744

by Alessamaster

If you have fan art send it to https://twitter.com/revmatek or start a discussion!

I may consider putting them somewhere in the game just for fun!

It certainly makes my day to see the artwork.

. **Version 8.31.2018 Update**:

- Fixing some odd vertices here and there (General),

- Improvements to bow (BW),

- Improvements to rain sound (BW),

- Improved Mouse Sensitivity Settings (General),

- Skin Walker AI adjustments (BW),

- Boundary Adjustments,

- BW Menu Options,

- Updated Menu Screen,

- Fixed collider in garage (TH),

- Fixed under bed pickles,

- Improved Slider Accuracy,

- Doubled Wrench Damage,

- Skinwalker will no longer lose his mind by combine,

- Added more aggression,

- Prologue (BW),

- Epilogue (BW),

- Black Water (BW) First Pass

. **Content Updates Complete**:
Most recent updates:

- Massive performance updates to stories and multi-player

- 2 New multiplayer maps and 1 new game mode

- Various bug fixes

I do not plan to update the game regularly anymore with the exception of needed bug fixes (there are a few on my list). I am currently working on another title. Hatchet Mountain and other stories are now on hold as development efforts are dedicated elsewhere.

Have questions or feedback?
[Start a discussion!](). **Version 11.22.2018 Update**:

- Player can now shoot near thier feet

- Alien Blood now fades instead of shrinking

- Updated AI targeting priority to destroy key infrastructure then annihilate player

- AI Pathfinding improvements

- Aliens will no longer exhibit haste when targeting objects that are unreachable only to realize later there is an obstruction.

- Paths will be checked before targeting for obliteration

- Aliens will now wander nearby the last point of interest rather than wandering off into the wilderness

- Made aliens smarter (Probably not a good idea)

- Fixed bug where M4 jams iron sights into your eye repeatedly causing a spatial distortion in the POV at MACH 2

- Fixed Auto join bug where player is unable to join the host if the session info packet (containing the level name) is malformed or lost in transit.

- Fixed issue where players do not return to menu when the server is shutdown

- Fixed climbing animation for remote players when climbing ladders

- Fixed bug where aliens pass through doors in single player

- Hatchet Mountain Development

Known Issues:

- Remote player sometimes becomes a ragdolled immortal zombie and still has the ability to shoot. Hilarious bug. Looking into it.

- Stall doors in the barn freak out when the server interacts with them and then the client attempts to move them.