About This Game

Alice VR is a **story-driven exploration game rich with puzzles and designed to be a singular VR adventure**. Game is inspired by the famous Lewis Carroll's novel "Alice's Adventures in Wonderland", taking its characters and themes to a new science-fiction setting. Enjoy beautiful graphics, atmospheric, electronic soundtrack and lose yourself in the world of Alice VR.

An unexpected malfunction forces your ship's AI to wake you from the cryo sleep. You have to make an emergency landing on the nearby planet. Your goal there is simple: find enough fuel to escape. This straightforward task gets complicated when you realize that all of the planet's citizens had disappeared in mysterious circumstances.

Alice VR is a fresh take on the classic adventures of Alice in Wonderland. During your playthrough you'll meet familiar characters such as Cheshire Cat or Mad Hatter, but the unique sci-fi setting will make every encounter a big surprise.

Will you discover the planet's secret? Are you ready to face the challenges ahead? Follow the white rabbit into the unknown - the future is in your hands.

FEATURES

- Tailor-made for VR from the ground up - no compromises!

- Gripping story with multiple endings that lets you choose your own path

- Futuristic graphics and electronic ambient soundtrack composed by the masters of the genre, EON Sounds

- Over 60 inspired puzzles just waiting to be solved

- Use the changing gravity to walk on walls and ceilings, play with shrinking and growing devices, and have fun with the physics of the world of Alice VR

VIRTUAL REALITY

Alice VR works on Oculus Rift, HTC Vive and is also compatible with Razer OSVR. Traditional controllers are supported on Oculus, while both them and motion controllers work on Vive.

The game is designed to be the most comfortable VR experience possible. After a lot of research and discussions with gamers, we've learned how to make the game enjoyable even for players new to VR. We want you to feel relaxed through your entire playthrough.

Alice VR also works on a regular monitor, without a VR headset.

DIGITAL SOUNDTRACK

With the game you'll receive its original, atmospheric soundtrack! Enjoy the full, electronic sound composed by EON Sounds. It makes for an incredible listening both on headphones and big speakers, each time taking you back to the world of Alice VR!

DIGITAL ARTBOOK WITH CONCEPT GRAPHICS AND NOTES FROM THE DEVELOPERS

Over 40 pages of this digital artbook are filled with concept arts from the game, showing the beautiful and haunting scenery of planet Speculo and its only city: Mirabillis.
Each page also contains notes from the developers, telling about their inspirations and the work behind Alice VR.

A SET OF UNIQUE WALLPAPERS CREATED BY THE DEVELOPERS

Marvel at the high-resolution, picturesque vistas of Speculo sitting right there on your desktop! Every graphic was specially created by the developers to showcase the beauty of this alien planet and the foreboding atmosphere of its lonely city.

ADDITIONAL VIDEO CONTENT ABOUT DESIGNING ALICE VR

Listen to what the game's creators have to say about designing a game specifically for VR. What challenges laid before them and where did they drew their inspiration from? This video materials show what was going on behind the scenes of Alice VR.

REVIEWS

Hardcore Gamer
The planet is filled with trippy touches and striking imagery. There's an adorable robotic companion who pops up from time to time to offer cryptic advice, and tons of interesting environmental details. (...) People who want to explore a striking new land in a relaxing fashion will be in heaven here. Adding to this are some interesting puzzles. An early one that involved rearranging pieces of a coil to reactivate the ships engine was simple and clever. Traversal puzzles that goof around with gravity are a delight to solve as they force a level of three dimensional thinking that is satisfying to solve.

VR Focus
The world that Carbon Studio has created is a fantastic mix of sci-fi architecture and bizarre dreamlike scenarios. The books inspiration can be seen everywhere, from the mechanical cat that occasionally appears to the out and out absurdly trippy experiences, sharks flying through the sky, menacing black and white forests, tunnels that twist and turn as your viewpoint changes, it's a visual assault on the senses. Add to that the eerie audio score, and you have quite an engaging mixture.

God is a Geek

With a five hour playthrough it's one of the longer story-based VR titles, and with monitor support included, you can always experience the wacky world of Alice VR minus the VR.

Title: ALICE VR
Genre: Adventure, Indie
Developer:
Carbon Studio
Publisher:
Klabater
Release Date: 27 Oct, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1 / 8.1 / 10 (64 bit)

Processor: Intel i5 4590

Memory: 8 GB RAM

Graphics: NVIDIA GeForce GTX 660 / AMD Radeon HD 7870

DirectX: Version 11

Storage: 12 GB available space

Sound Card: DirectX compliant

Additional Notes: Game does not support 32-bit Windows systems. Minimal requirements may not be suitable for fluent VR experience

English,Polish,French,German,Russian,Simplified Chinese,Traditional Chinese

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So, you want to make a CCG/TCG?

This is a good starter program for someone wanting to make a a quick card game.

As stated in other posts, it is a little limited in what it allow you to edit, but can format basic formats for many TCGs out there. It could be more editable, IMO, but you can always export to PNG and edit some coloring, or parts, further with other editors.

For what it is, and price, it's good, but could be better.. Let the nostalgia kick in :'). Short, not so sweet. Had impact. Makes you realise what a VR movie could be like. Free and worth seeing.. This game was so bad, I found more fun playing with my toes like an infant.. I was really dissapointed with this one. Was the first Horror style based VR game, and it was hyped up to be really scary. But the whole thing had me dissapointed, should have been something saying to lay down with your head supported for a better experience.. Somehow they made killing tons and tons of zombies utterly boring. Might recommend you play a level or two if, like me, you find this in the bottom of your steam library, and then see if it's for you.

You get guns. There is a 'story' and you kill things that look like zombies.You go to X, then Y, then kill more zombies. The end.

I quit out of utter boredom. You hold the mouse button and hover over enemies and decimate everything with your infinite pistols. Repeat.

It's just so utterly dull to move around, holding the mouse, killing everything. Then for some reason, they get guns (???). They are able to hit you but the aiming is weird and it's hard to actually hit them back.

Also the explosive weapons are♥♥♥♥♥♥poor compared to the starting pistols.

The AI's kinda dumb, the isometric means you can't see enemies behind walls. That being said, it's not broken. If you want a working game, it's a working game. It's just so plain dull and uninteresting.

Just...so dull.. Bad optimization. Game lagging on weapon reloading.

Great traditional point and click game.

-Great writing, believable characters with grounded motivation and a captivating mystery started with a series of gruesome murder. one of the cool sci-fi setting with some nordic mythology theme.
-some great puzzles. one of the strongest point is the game have a system where you get different upgrades depending on your choices. these upgrades will make you solve puzzles differently. no save system means you cannot save scum your way. every decision is accounted and it affect the gameplay especially in the second half of the game where you get a combinations of several different powers to solve puzzles and resolve the mystery. it made the game replayable. the puzzle are pretty logical, might be easy on the side, but some of the end-part puzzles are pretty challenging yet still fun. it never get frustrating once.
-Good voice acting as usual. isn't ground breaking in any way, but hold up to similar games
 like this. audio are good overall.. Escape the room should be a perfect match for VR. Unfortunately this game has physics bugs galore and height issues (meaning dropped items are often unreachable) that make it impossible to recommend. A little more polish and I would change that review.. Feels like a waste of time, honestly. You roam a ship killing everything you can while your characters occasionally spout one-liners. Naming your characters feels pointless because after a character dies, he is replaced by another, randomly named character.

I didn't see any clear cut plot or story behind it. You just go through level by level, and it feels like it never ends.

I got bored rather quickly.. a great game gets better! if only the DLC would be on sale too, its actaully pretty nice...buy this game!!!!!. Ok, I LOVE this route, 10\/10. I just have one problem. Only one scenario works without saying "Cannot Load File: Tracks.bin". WHY?! HELP!!. Games jumpscares are pretty good, so are the puzzles, BUT THE DANG BOSS FIGHT IS GARBAGE! I got him on one last health, and he kills me! I ALMOST HAD HIM! FREAKING BULL CRAP! That is one freaking CHEATING boss! I HATE BOSS FIGHTS! I would recommend this game, but only if the boss fight was CRAP!. Play it. Now. Endless possibilities. Just go. Please. GET IT NOW!. When world health organization recognized gaming addiction as a disease so you don't have to go to school for being sick .. this game for lovecraft fans is absolutely fantastic!

to be clear it is a rogue-LITE not a rogue-LIKE. essentially it is a casual dungeon crawl through a nethack style dungeon with a fantastically realized universe set in the lovecraft lore.

combat is good, I would give it a 7 or 8/10. some hit animations are a little rough and not telegraphed well but is for only a few enemies. it does get slightly repetitive but the classes are very well varied to keep play interesting. monster design is spot on, and bosses almost always look absolutely awesome. I would not play on easy however. do at least normal if you want to get the most out of combat

where the game really shines is its atmosphere, stories, lore and quest design.

I wouldn't call its quests all that difficult in a puzzling way but are soo incredibly interesting if you like the works of HP lovecraft. being able to play as characters you would find in some of his best works is really a feeling that no other game with lovecraft slapped on it really seems to capture.

the only cons I have for this game are that the starting levels for the thief and witch can be absolutely brutal but they are doable even on hard mode. and that I would like to see sanity have a bit more of an impact than just something that results in a death. maybe altering the perception of the area or enemies to increase difficulty slightly. maybe monsters could gain an extra move set or can release smaller adds at a certain sanity level.

looking in the forms makes me hopeful for the games future as well, as the dev's seem to have plans to add more content past the 1.0 release (based on statements they've made about adding characters and tweaks in the fourms).

all in all if you like the cosmic horrors of lovecraft this is a must buy.

AN UPDATE THIS WAY COMES!:
Hello everyone!
We know it's been a while since the last patch. The devs from Carbon Studio are working on another big one containing fixes, more gameplay, and additional localization. This is still TBA however, although it should come out soon - we'll roll it out as soon as it's ready.

For now we have something somewhat unexpected for you - **support for Linux**.

In short, if you have a machine running Steam OS, you can enjoy ALICE.

We know that this is not what many of you are waiting for, but it's a start of a new roll-out of content.

Thank you for being with us!

. **Alice VR is 75% OFF!**:

The Steam Lunar Sale loaded! Grab Alice VR now with a cool -⦿75%⦿ Steam discount! Get your VR headset on and get lost in the crazy world of ALICE VR!

https://store.steampowered.com/app/513320/ALICE_VR/. **Free DLC, more gameplay, more languages and more fixes - PATCH 6 is here!**:

It's been a while but here we are with a ton of new stuff - new and totally free content, new languages and fixes. Let's get to it!

The biggest addition this time is more game. "Roboto Factory" is a free DLC that lets you get inside the famous Roboto Factory, where all the bots you've met on Speculo were created. You will discover its workings and see your old mechanical companions in a new light.. **Alice VR is 75% OFF!**:

Dear all VR fans!

It's Very Rarely occassion to buy this title cheaper.

Do it right now!. **THE PATCH IS UP! (issues resolved & things tweaked)**:
Our first patch is here!
First of all, thank you for supporting us and staying with us through this rocky start. Although things weren't all smooth from the get go, this first update should put us on the right track. We truly appreciate your feedback, so please keep it up!

Now, let's see what's changed...

The BIG stuff:. **Do not forget about Steam Autumn Sale!**:

Welcome all VR experience fans. We want to inform you that you can buy Alice VR cheaper by 75%! Why? Because Steam Autumn Sale has just started and prices fell down as leaves from the virtual trees.

Explore unusual places and listen to the amazing, electronic music. You don't have to look for better opportunity any more!.
Alice VR – 60%! Do not miss it!:

Welcome VR fans. I would like to inform you that Halloween Sale has just started. What does it mean? **Now you can buy Alice VR cheaper by 60%**. Explore beautiful, unusual places and listen to the atmospheric, electronic music.

You don't have to look for such an opportunity any more! Just buy your favourite VR game right now!

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