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About This Game

Vendor Chronicles puts you in the shoes of a Vendor in post-apocalyptic survival! Manage your trade, set your defences, deal with locals and fight hordes of mutants in this new perspective on post-apocalyptic survival!

Features:

- Buy and sell goods from apocayptic wanderers!
- Use your skills to barter a better deal from each transaction - buy low, sell high!
- Repair broken gear for profit!
- Hire mercenaries and buy base defences to fight off angry hordes of both monsters and brigands!
- Awesome retro artwork!

Title: Desolate Wastes: Vendor Chronicles
Genre: Action, Casual, Indie, Simulation, Strategy
Developer:
Rotatipyra
Publisher:
New Reality Games
Release Date: 21 Jul, 2017

a09c17d780

English,Russian,Ukrainian

alpha, ver.12-03-2016



Day: 05







This game is really fun, from start you will do little managing, until bars for mercenaries are needed and if you add a gambling table for Generals, hell, you should get your game up.

As it is in Early Access, i expect many things to come and that i will stay updated on what will the game bring at me for many hours, days or months of fun.. Pros:

- + Interesting concept of mini game, survive around zombie world
- + The Mercs is always free from work, they can stay at bars for couple hours and wait you to hire them
- + Buyer would like to spend more to buy your weapons
- + Hired Sniper from Bar is the most valuable

Cons:

- A bug got game crash

Neutral:

\u2217 Quality

\u2217 Sound

Overall performance: 8.5/10. Desolate Wastes: Vendor Chronicles is a bit of a different take on the post-apocalyptic genre than we're used to. Sure it's still dreary and gray but rather than fighting your way through hordes of monsters you're running a small shop. You still gotta mow down a few baddies along the way but most of your time is spent dealing with customers either requesting a specific type of gun or trying to sell you something they found. You can negotiate the price and if you attempt to get a better deal, you usually have to play a game. The game consists of a circle and an arrow spinning around it - land in the small colored section and you're one step closer to getting a good deal. The harder the deal the more times you need to land in the correct spot - each time getting smaller and faster.

As you make money from your deals you get the opportunity to build a few more items and add them to your shop. Things such as a bar or gambling table - things that will net you extra money and allow you to hire some extra muscle to protect you. And you'll need it as the game gets a bit more difficult and you may find yourself rushing to finish things and making a few errors here and there.

Desolate Wastes isn't the prettiest game. It isn't the most intuitive. But there's something charming and fun about it - at least for awhile. If you're into resource management or trading type games then this will probably be something that interests you. It's not gonna break the bank and you'll most likely get your money's worth.

My first (poor) attempt at it: <https://youtu.be/FwF4tEnvf18>. Good cheap fun.

[Played through a bit of this game now and have been enjoying it. Basic premise is you need to build a base, hire people and defend yourself against the horde.](#)

[Few glitches here and there, and a potential game breaking way to make money really fast but all in all an enjoyable game.](#)

[For more thoughts feel free to check out my quick video review below:](#)

<https://www.youtube.com/watch?v=M515H7k1nLA>. This is a fun little game about running a gun shop in a zombie post appocalypse. Success on trades is determined in a manner similar to the old golf games where you click a meter at the right time. Buy low, sell high, higher mercs, bribe generals. Zombies attack your gun store, so you have to maintain defenses.. Intersteing concept, although the UI isn't very intuitive, a better tutorial would help. Also perhaps keyboard controls?

Why do I feel like this is a cash grab of a game? Like other people have reviewed, saying its only one minigame you play, they are not far off. Game is lacking in the current state, IMO.. Needs a lot of work yet. could be an alright little game. but right now it is far from finished. only buy if you know what an early access game is.. There is a "line" between what I think should be allowed to be sold on Steam and what, for me, it's not worthy of being sold.

Ok, the game cost little to nothing... and then?

It makes no sense at all to sell this on Steam, it's a game that would have worth much more as a web browser/mobile game!

Too simple, too fast, too little contents...

There is a market for every type of games and contents.

This should be sold elsewhere.... I'm not sure how this got in my game library but I regret it.. Game 1: No idea how to play.

Little instructions. One goal:

Make that money. Bought guns. Sold Guns. Hired a Merc. Hired 2.

Died first zombie night.

Game 2: Better idea of how to play. Buying guns for ~50% and selling for ~300% depending on the type.

Buys in bulk. Sells in Bulk. Builds 9 turrets for \$100 each and hires six mercs. Survived 2 zombie nights.

A raider attack then struck. taking out all of my turrets and all but one merc (swear) with nothing but five men. Lost some guns, Ragequit.

Overall: 10/10 would get raided again.. DO NOT BUY!

Devs have abandoned the game while it still contains game breaking bugs that cause crashes and erase game saves.

It does NOT contain a "repair" feature and does NOT have raiders, making the "What's Mine is Mine!" achievement unattainable.

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