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Spectre Download Direct



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## About This Game

Spectre is a breakthrough that brings new experiences in virtual reality to horror fans creating film-like suspense and surprises. Designed for immersive virtual reality and 3D, truly original gameplay has players pursued by the chilling Spectre in stunning and terrifying environments.

In Spectre's single player mode, you play as a lone Seeker, a wanderer lost inside an abandoned mansion. You'll soon discover that you are being stalked by the Spectre, a malevolent and elusive spirit residing in the mansion. Equipped with nothing but your headlight, all you can do is keep moving. Your ultimate goal is to explore the mansion and obtain a means of dispelling the looming Spectre permanently.

In Spectre's multiplayer mode, up to four players are able to take the roles of Spectres and Seekers. Seekers can work together to equip themselves to attack the Spectre. The Spectre has its own arsenal of tricks it can use to deceive, disorient, and ultimately, lead the Seekers into its immobilizing clutches. The Spectre's abilities include creating traps that distort the Seekers' vision and movement, and creating false immobilized Seeker decoys that turn on Seekers when approached.

Spectre relies heavily on the foreboding suspense of the unknown. Perhaps its most defining feature, Spectre lets the players scare each other. With danger lurking so close, any movement, from friend or foe, is startling. The Spectre may be hiding around the corner. Seekers' teammates may be imposters. The Spectre and Seekers are always in pursuit.

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Title: Spectre  
Genre: Indie, Simulation, Strategy  
Developer:  
Proscenium  
Publisher:  
Proscenium  
Release Date: 3 Oct, 2016

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**Minimum:**

**OS:** Windows XP SP3 or higher

**Processor:** Intel Core2 Duo or equivalent AMD

**Memory:** 4 GB RAM

**Graphics:** DirectX9c compliant card with 512MB of VRAM

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Sound Card:** DirectX9c compliant

English







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This game is on a very old SDK, not worth purchasing unless the developer updates it. The game will not start.. Does not work for DK2..... -EDIT

I had forgotten all about this game, and I'm not the only one. This game is dead, and it basically always has been. It's a game that relied on a multiplayer community that never formed, and no steps were ever taken to create additional single-player content. -END EDIT

I would recommend this game, although, I admit, I may have somewhat selfish reasons for doing so. On the surface, Spectre is very similar to many other recent survival horror games; you wander around a dark, creepy environment, with nothing but a flashlight to guide you. Along the way, you're stalked by a spirit that kills you for looking at her, meaning your only tactic is to turn tail and run anytime she gets near. Instead of finding eight items to win this game, you just need one; the camera. Find it, snap a picture of The Spectre when she's right in your face, and you win.

As this game is still in the early stages, more content will certainly be added later, but for now, the game is rather bare. I found no story elements, nor any explanation for what The Spectre is, although they may have been there and I just missed them. There are also a few issues with gameplay; sprinting doesn't work in Singleplayer, and the 'Use' and 'Open Door' commands don't seem to have a purpose yet. Again, more is sure to come, but if I were involved in the development, I'd prioritize expanding the map; I beat the game in 18 minutes, and that includes three deaths, and general wandering.

Where this game really stands out is in the atmosphere; the mansion you wander through looks fantastic, and there aren't too many indie games that can compare to it. It could benefit from a some more rooms, maybe even a whole new floor, but it's a strong foundation. The Spectre also looks pretty good, although I sometimes have trouble telling if the jerky way she moves is by design or a bug. The sound design also stands out, and while I admit it's a bit generic as far as this kind of game goes, it still does its job of setting the mood quite well.

What has the potential to set this game apart from the rest is the multiplayer feature. As of this review, I've yet to find anyone to play with, but it seems like it would be a more polished version of the Garry's Mod gamemode 'Stop it Slender', with one player being The Spectre, and the rest trying to locate the camera. To me, this seems like the game's biggest selling point, but as of right now, the servers seem to be dead, with nary a player in sight. This is the main reason I recommend this game; the multiplayer feature seems like the idea that this game was built around, but there just aren't enough players yet, and it seems like the game isn't living up to its full potential.

I've also not tried the VR mode, so if that's a big selling point for you, you'll have to look elsewhere to find out if it's any good.

So, anyone who's on the fence about this one, consider a few things:

1. Do you enjoy games like Slender and SCP Containment Breach?
2. If yes, have you ever wished you could play as Slender Man/SCP-173?
3. Are you willing to help work out the various kinks present in all Early Access games?
4. Do you have at least two like-minded friends who might be willing to play as well?

If you answered yes to two or more of those questions, then Spectre may be worth your time.. indie garbage. The music and graphics are really cool!!

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Some of the controls aren't working.. I can only use WASD right now.. Not letting me walk any faster, open doors etc. Also there are black triangles that are blocking a lot of the paintings.. This surely is a beta.  
But it is playable. I am not that sure about the current price being worth the product.  
But i do say this is a enjoyable scary game

It has multiplayer so i went on a adventure with a friend. You can not fight back so as soon hell breaks loose we sh%t bricks and got lost from each other. Finding each other was the new challange in a house of many dangers.

The sounds are really well done and the graphix are ok. But graphix are not everything.

Anyway i suck at writing revieuws but i recomend the game to everyone who would like a scary experience expect many glitches and scares! And remember, you can hear her coming.... Just bought this for my friend and I and it's broken? can click to go in a single player game SOMETIMES but it won't let us click to make a public room...will probably be refunding unless it's fixed?. This game is on a very old SDK, not worth purchasing unless the developer updates it. Literally can't play the game. The menu buttons don't even work...

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Not working on VR.. 3spooky5me

As of this writing there are a number of glaring and very visible bugs, the menu interface seems to be a bit wonky, and I had a little bit of trouble getting the VR mode to work, but the core of the game is pretty solid. Despite those issues I'd still give it a recommend because it's still in early access and those will likely be fixed at some point.. I will not recommend this game until they fix it. it looks like it could be a lot of fun but my computer crashes everytime i open it. i know it isn't a hardware issue because i run games with higher requirements, from steam and others, and i do not encounter this issue. PLEASE FIX IT!.

-EDIT

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If you answered yes to two or more of those questions, then Spectre may be worth your time.. Can't get multiplayer to work, so gave single player a shot:

A lot of lag initially, after a minute it smoothed out a bit.

Walked around, before headin downstairs - another spasm of lag.

Continued wandered my way directly to a camera (fatal frame flashbacks!) and took a picture of feet while stuck in the esc

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menu.

"VICTORY".

Roll credits.

Maybe I'll give this game another shot in the future when it's improved. From what I saw, the graphics were nice, the monster was scary, and the "weapon" was effective. The price is a bit steep for features that don't work properly .. but it has a lot of potential.

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