
Revolution : Virtual Playspace Full Crack [portable]



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About This Game

Revolution : Virtual Playspace is a 3D Digital Virtual Tabletop that focuses on co-op Miniatures play. Create your own Maps, Quests, Conversations, Items, Miniatures, Stores, Loot Drop Lists.. and then play your adventures or entire campaigns with up to 10 people as if you were playing a pen & paper or miniatures game around a tabletop, using any rule system you like. With our Battle Rules system you can enjoy single player, multi-player and co-op play. It also offers multiple Playsets to open up the freedom to play many other game types like, Modern Combat, Vehicle Combat, Space Combat, Mech Combat, Zombie Animals and Super Heroes & Villains.

The system is fully customizable and rule set agnostic meaning you can use any rule set you wish, even one you have made up yourself. It also supports Square and Hex mapping systems so many game types are playable.

- GM & Players (Pen & Paper Games)
- Co-op Play
- Single Player
- Skirmish
- Miniature Battles

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- Map Conquest
 - Objective Capture
 - Conquest Wars
 - Capture and Hold
 - Custom Game Types

However one of the biggest bonus given to owners of Revolution Virtual Playspace is all "Playsets" that are included with the game

FREE

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- Core Playset (Fantasy)
- Conflict Playset (Military)
- Omega Playset (Space)
- Rampart Playset (Mech Robots)
- Rust Playset (Combat Vehicles)
- Demigods Playset (Super Heroes / Villains)
- Wildz Playset (Cute Zombie Animals) * Family Friendly

Contents:

Revolution comes with multiple world building "Editors" as well as a multi-player "Playspace" for you to enjoy your creations and the creations of the community.

- Map / Campaign Editor (Over 1000+ placeable assets to build your world, this number grows every update!)
- Miniature Editor (Create your characters, monsters, stats, units)
- Conversation Editor (Any miniature can have any conversation linked to it)
- Item Editor (Make your own Items for in game use)
- Quest Editor (Create Quests for the players to complete)
- Store Editor (Make Stores for your characters to shot at)
- Battle Rules Editor (Use this to control the miniatures actions when not a playing character. Allows for Single Player and Co-op module play)
- Loot Drop Editor (Randomize loot to be dropped when a miniature is defeated)

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- GM Rules Editor (Have special rule that may change during play, prepare them here)
 - Randomizer ([In Game] Randomly choose anything from custom lists you can save before play or generate on the fly)
 - GM Links ([In Game] Give everyone access to links, images, websites, files, flash mini games, maps, PDFs, Word Documents.. anything you may need in game)
 - Playspace (The area where you and your friends [Up to 10* players] can enjoy the worlds you create using any rule set you desire. *Broadband Required)
- * Yes, this games menus and some options may be a little rough around the edges, but that's why we are in Early Access. It doesn't make sense to finalize and beautify things when we are still constantly adding more features and content.

Title: Revolution : Virtual Playspace
Genre: Adventure, Indie, RPG, Simulation, Strategy
Developer:
Dragom
Publisher:
Dragom
Release Date: 5 Oct, 2016

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Minimum:

OS: Windows Vista and Above

Processor: Intel 2.4 Ghz Dual Core or AMD Athlon 2.6 Ghz Dual Core

Memory: 2 GB RAM

Graphics: ATI Radeon 4870/5770/6770 or Nvidia GeForce GTX 260/460/550 Ti

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 1 GB available space

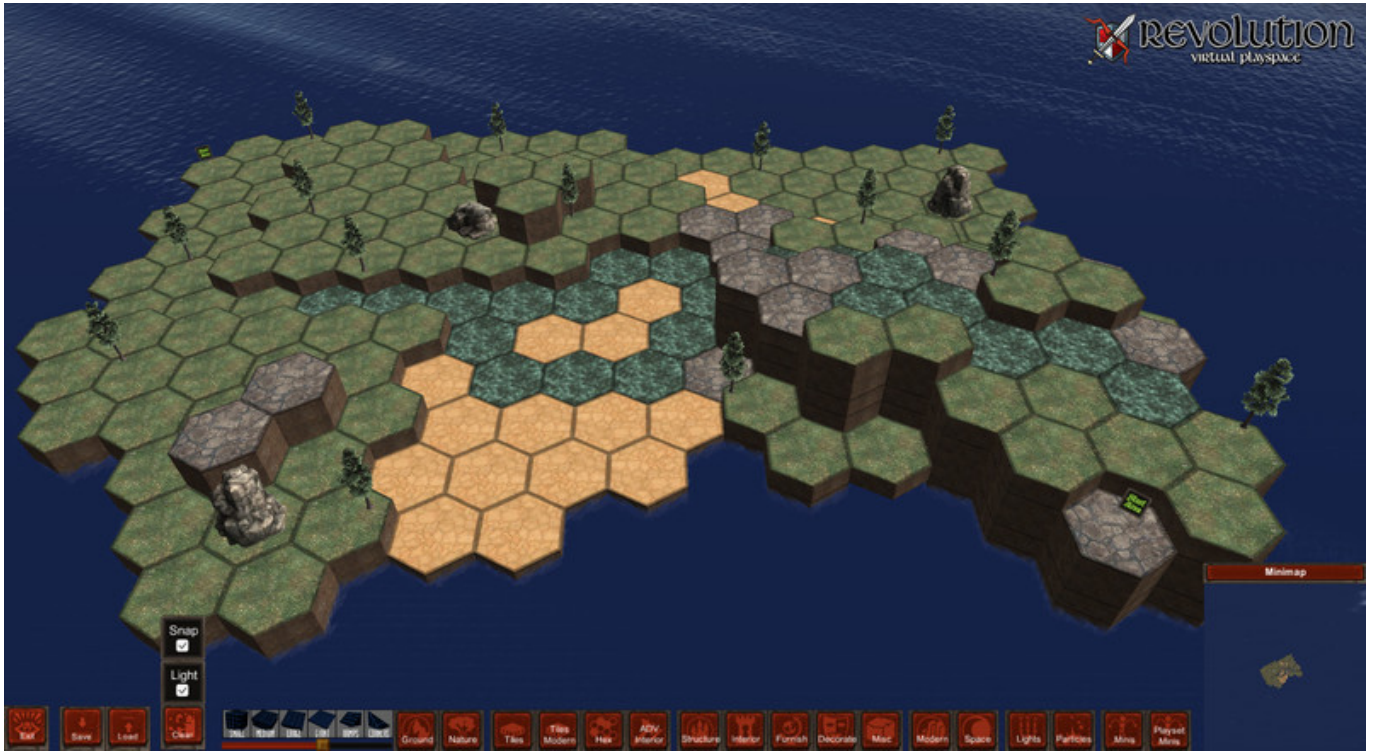
Sound Card: Windows Supported Sound Device

Additional Notes: Port Forwarding to Host or GM a Game.

English







revolution virtual playspace

This would be better if you didn't have to play online there should be an offline mode so i would just wait for that other then that it is very good. (Update) there is an offline mode so i use it alot for D&D and Hero scape and custom games, you don't even have to realy play on it either if you build snap a photo and print for great represntation. This would be a good tool for table-top rpgs or miniture style games. However, it's trash. There is no community support, so you can't share what you do. Multiplayer options are tedious and require some amount of tech knowlege. Having owned this for quite a while, i've yet to see any substantave changes in updates, and devs have moved on to other projects. DON"T WASTE YOUR \$\$

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