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About This Game

With this long-expected sequel to the critically highly acclaimed and lavishly praised Deponia, the player enters round two. Chaos on Deponia turns out to be even wackier than its predecessor and instantly puts the player under its spell.

After the events on Deponia, it seems that Rufus came to his senses. He's grown prudent, amicable, kind and caring, without any intention to cause major mayhem just to further his own selfish ends. It seems he is far from chaining himself to flaming saw blades, training torpedo-dolphins or foraging through platypus nests. Or is he?

Ultimately it's a flaming saw blade grounding Goal on Deponia again. By accident, her consciousness gets split into three parts and stored to three different discs.

Now it's on Rufus once again to convince all three parts of Goal, utilizing his remarkable charming wits, to become one again, venture to Elysium with her and save Deponia from certain doom while he's at it.

The second adventure on Deponia tells a unique, self-contained story playable without further knowledge of the first installment. Fans of the first game discover new aspects of familiar characters' backgrounds and see open questions answered.

Key Features

- Unique world honoring the tradition of Douglas Adams, Terry Pratchett and Matt Groening.

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- Hand-drawn art design in full HD glory and high-quality cartoon animation drawn in comic style.
 - Bizarre characters and wacky humor meet challenging puzzles.
 - Elaborate soundtrack with many atmospheric tracks.
 - From the creators of the award-winning adventures 'Edna & Harvey: The Breakout' , 'Edna & Harvey: Harvey's New Eyes' and 'The Whispered World'.

Title: Chaos on Deponia
Genre: Adventure, Indie
Developer:
Daedalic Entertainment
Publisher:
Daedalic Entertainment
Release Date: 6 Nov, 2012

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Minimum:

OS:Windows Vista/7

Processor:2.5 GHz (Single Core) or 2 GHz (Dual Core)

Memory:2 GB RAM

Graphics:OpenGL 2.0 compatible with 512 MB RAM (Shared Memory is not recommended)

DirectX®:9.0c

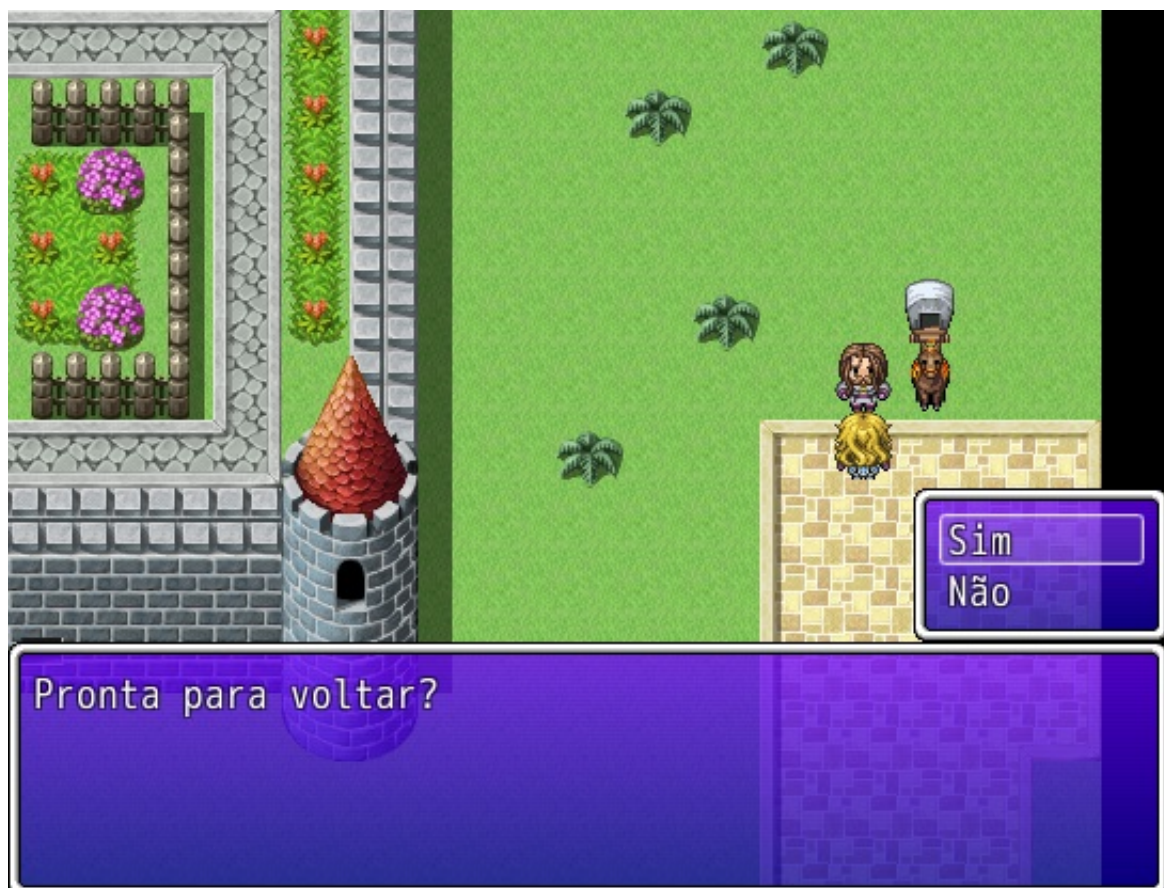
Hard Drive:5 GB HD space

Sound:DirectX compatible

English,German,Russian,Polish,French,Italian,Turkish,Bulgarian







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More fantastic high quality gaming music from Frank Klepacki.. I was surprised when i saw this game on my recommended list, but I decided to download and play it anyway; it was free after all. I didn't go in expecting all that much, but I truly enjoyed all 48 minutes of the game I played. It's short, but sweet, a little puzzle platformer with a world I'd like to see more of, complete with it's own lore, and a bit of emotion behind the narrative. I don't want to spoil anything, so i'll try to avoid commenting on the plot, but the music, while ambient, is quite enjoyable, and there are a few collectables to find hidden throughout the short adventure. The graphics aren't pushing any limits, especially with visibly basic geoforms, but the character model is quite detailed, and I'm fond of her design.

Really, i can't do much to sell such a short experience beyond saying it'll be well worth the relatively little time it'll take to download and play this experience. Oh, and I'm trying to track down the credits tune for my own collection as we speak.

I sincerely wish the devteam all the best with whatever endeavors they undertake going forward and hope to see more from them, and especially more of this world, going forward.. Hands down, this is a great route, the attention to detail is amazing. I rode the 5:25am out of Aurora for 5 years and I can say that it is spot on (really cool that it had the exact train that I use to ride). The Aurora to Chicago Pt 1 and Pt 2 I even cloned and changed the weather to autumn instead of winter and snowing so that I could enjoy the realism. The scenarios that I have played so far are full of AI. This is the first DLC that I purchased without a sale and have not been disappointed. Salute to the developers of this route!. I enjoyet Dynamite Jack far more than I expected too. It was well polished, well balanced and most importantly enjoyable. Great to see an action game that isn't a shooter too.. bunch of scenarios for the game, seems not much at first glance, but they well worth it. good stuff. OMG this game it's like singstar but for pc. And this lega!!!!. This game is a hidden gem (pun not intended?).

Controls are simple, but tight. Don't expect to get any special abilities or to level up. The variations in gameplay come from the levels, and there's way more variation than you'd think when you start. Except for a couple of optional puzzles, no puzzle is unfair. They're well thought out, some of them giving you face-palming epiphanies when you finally get how they work.

The story though...oh man. You can finish the game in less than 10 hrs if you don't care for the story or to complete all the puzzles. But you'd be doing yourself a disservice, beyond the fact that it's worth it to actually play the puzzles. Without spoilers, this story of a mining boar goes deep. It deals with philosophy, religion, quantum physics... There's a neat mystery that you can put together if you take the time to do it. Nothing obtuse, and it's satisfying to complete.

Definitely recommend it. One of the few games in recent memory that I felt compelled to complete to its true end.

i wuv 8BitMMO. Visually distinct game with intriguing gameplay when you could get it to work.

Extremely fast pace game with effective UI, though can be overwhelming at times

Edit: issue was resolved with help from Developer, turn out it only affect old players who migrate to steam.. Very cool skin. Adds Gold plated designs for a more treasure hunter feel. I definetly enjoy the flavor it adds to the game.. Great! Far better than the competition. The graphics are nice but the zombies are a little stiff and there is some clipping when they turn. There's also something wrong with the pace of this game. It's either really slow (i.e. nothing happening) or the zombies V creatures come at you too quickly, which makes it difficult to shoot ten of them while trying to reload. It would be much better if ammo, grenades, etc appear as "prizes" when you shoot zombies (like HordeZ) rather than in a corner, etc. Sometimes I don't even see the ammo box until just before it disappears. TBH, I got bored after two levels because the action was uneven and I was getting tired of trying to kill some flying ghost shooting green globs at me. I'll wait to play again until after I see some development progress. I recommend this game because it's better than several other similar games I've played, but HordeZ is still MUCH better.. This could be a good game... at some point in the future. right now it's [CRASH] I mean it's just so [CRASH] I'm just getting into it a little and [CRASH] then [CRASH] when I try to start it up again and [CRASH]. Seen the game on several exhibitions, a unique labor of love you definitely have to try. why i always screaming

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