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## About This Game

Who is your favorite historical figure? Would you like to have dinner with someone from the past? If you could bring someone back to life in VR, who would that be?

VR Guest is an experience in which you get to have dinner with Albert Einstein, Mozart, and Kleopatra. Enjoy watching them have a thoughtful dialog, and ask questions at the end!

Virtual Reality has allowed these giants of history to come alive in an unprecedented way! Enjoy their company, and learn from these extraordinary figures while sitting at a table having a virtual dinner. And enjoy the amazing virtual environment created for the four of you!

Included is a volume control for characters' voices and background music.

"Although extensive research was done for the production of this app - this is still a work of fiction intended to promote curiosity and discussion."

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Title: VR Guest  
Genre: Adventure, Casual, Indie, Simulation  
Developer:  
Alison M. Bailey, Chronos Development Studios  
Publisher:  
Chronos Development Studios  
Release Date: 1 Jun, 2017

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**Minimum:**

**OS:** Windows 7 SP1

**Processor:** Intel i5-4590, AMD FX 8350 equivalent

**Memory:** 8 GB RAM

**Graphics:** NVIDIA GeForce GTX 970, AMD Radeon R9 290 equivalent

**Storage:** 2 GB available space

English







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Pros:

- Fairly interesting dialogue, although it seemed sometimes that the talking points did not fully match with one another.
- Impressive voice acting, particularly that of Einstein.

Cons:

- Occasional promotion of nonsensical folk beliefs about the pyramids being "giant batteries" which apparently can restore a person's "harmony", which, being Egyptian, particularly infuriates me. There are absolutely no historical records evidencing this nonsense, nor are there any statements by Cleopatra on the same. I expected at any moment that Cleopatra would start explaining how Atlantians/Aliens were the actual builders of the pyramids! An advice to the developer: If you want to make an educational vr experience, stick to solid and established historical and scientific facts and information and do not base your work, even partially, on nonsense, especially in what is supposedly an educational experience.
- Awful graphics from the years 2004 - 2006, which killed off the immersion. I understand that this is an indie developer effort, but come on. The guests looked like lifeless plastic dolls.
- You cannot interact with objects on the table or around you at all.
- Lots of bugs for such a short experience, examples include: the writing paper being stuck in various body parts of the guests or falling on the ground, the guests using the paper instead of the pen to write, occasionally desynchronised audio, Mozart standing up and waving his arms in the air as if playing music while no music is playing.
- The same music plays throughout all 3 acts, which becomes boring after a while.
- The waiting period between the end and start of each conversation sometimes took a bit longer than usual.

Conclusion:

I hate recommending against this product, but in light of the above cons I have no other alternative. Hopefully the developer will improve upon this experience, or at least take into account the above when developing his next experience.. Pros:

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