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## Rent-a-Vice Directx 9 Download

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*Virtual Experience is here to change the way you live your life. Forget simulations and virtual reality. VE gives you access to true, authentic experiences offered by our experts.*

*It is your chance to have the experience of a lifetime...*

The frame now switches to a collage of breathtaking images: a sea of clouds, cliffs white and sharp as razors, a banquet so full it overwhelms the eye, a lone lion roaming the wilderness.

*...and a lifetime of experiences.*

They don't show the bankrupt users or the exploited feeders, of course...who would show those?

Would you ever use Virtual Experience technology?

- I would never be able to afford it. Why think of things I can't have?
- I would never use a technology that victimizes people.
- I'm not sure. I would be tempted, though.
- Sure. Why the hell not?

Next

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## About This Game

What doesn't kill you...kills someone else, and leads you down an ethical rabbit hole. In the near future, paying users can rent the "virtual experiences" of other people. These "feeders" sublet their own bodies, at the risk of their own lives, so that customers can safely enjoy extreme, potentially self-destructive vices, like binge eating, cliff diving, or worse.

*Rent-a-Vice* is a 150,000-word interactive cyberpunk-noir mystery novel by Natalia Theodoridou, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

You're a private investigator with a bad habit, an ex, and mountains of debt--troubles so deep that you stand to lose custody of your kid. When a mysterious client asks for your help finding their missing lover in the seamy world of virtual experience, it's up to you to gather evidence, experience the technology for yourself, and solve the case.

Delve into the darkest corners of the clandestine Rent-a-Vice industry. If you believe the etho-politicians, VE compromises the well-being of society, and normalizes vice and disorder. But what are users after? Is it entertainment, or something deeper? And is there anything in it for the feeders, other than profit?

As for you, will you resist your own vices, or go all in?

- 
- Play as male, female, or non-binary; gay, straight, or bisexual.
  - Fight or embrace your personal demons, struggle against the machinery of power, and find friendship in unlikely places.
  - Save those in trouble or extort them for your silence, or go rogue and burn the entire industry to the ground.
  - Expose corruption or exploit it for your gain.
  - Test your skills as a PI while you share other people's experiences of life and death.
  - Trade favors to retain custody of your child; reunite with your ex, or find romance with someone new.
  - Become a champion for the marginalized, usher in a new ethical standard, or step on corpses to climb to the top.

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Title: Rent-a-Vice  
Genre: Adventure, Indie, RPG  
Developer:  
Choice of Games  
Publisher:  
Choice of Games  
Release Date: 24 May, 2018

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English

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## Rent-a-Vice

by Natalia Theodoridou

Show Stats

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Menu

It's a fire bomb. More than one.

The shop windows have shattered completely and the paper books are going up in flames.

The smoke has already started filling your nostrils, making it hard to breathe. Suzan is frozen in place, staring wide-eyed at the destruction, her life's work turning to ash.

The photograph of a charred corpse flashes before your eyes.

Move. You have to move.

- Grab Suzan and run.
- Yell at Suzan to leave. Then, go after the criminals.
- Save myself.

**Next**

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What kind of experience would you opt for?

- Jumping from somewhere very high up. A cliff, perhaps, or an airplane.
- Wrestling a beast, one I know I could defeat.
- Wrestling with something wild, fierce, stronger than myself.
- Being held. Just being held.
- Something darker. Something I'm scared to admit even to myself.

Next

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Started off well enough, and hooked me enough to purchase the game, but my excitement quickly tapered off as the story progressed.

Characters aren't as fleshed out as i would like, and as some others have said, the actual Rent-A-Vice system was a plot device. Was disappointing, as I was hoping for a deeper in-depth level of world building.

Was also kind of unclear about why I had to pay child support, when your ex spouse and you share custody(?).

Romance could also have been worked better. At the end of my first playthrough, I was surprised when I ended up with a specific character, despite only having been polite and friendly (never romantic!!).

Not the worst game I've ever played, but would give a pass.. Started off well enough, and hooked me enough to purchase the game, but my excitement quickly tapered off as the story progressed.

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Not the worst game I've ever played, but would give a pass.. A lot of potential but compared to other Choice of games:

- The stat system was less malleable and used less complexly, removing strategy from the game.
- The concept was less delved into. You don't really take part in the rent-a-vice system in the way that the summary suggests. It's more there as a plot device than as an actual game mechanic.
- The choices made were less plentiful and less important. In one situation, I made a choice that burnt a bridge with a character, had no chance to defend myself, and in the next scene they accepted me back with open arms. It's not horrible, but it's not as good as other Choice of games I've played.  
*It's not bad per se, it's just not amazing. I'd say only play it if this trope scratches your sci-fi subgenre fix.. A lot of potential but compared to other Choice of games:*
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