Space, VR! Crack Cd



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About This Game

Space, VR! is a VR experience for the HTC Vive where you get to feel like you're actually in space.

Explore the Moon!

Title: Space, VR! Genre: Indie Developer:

James Nye, Copeland Williams

Publisher: Self

Release Date: 2 Mar, 2017

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Minimum:

OS: Win 7 SP 1

Processor: i5-6600k

Memory: 12 GB RAM

Graphics: Nvidia GTX 970 or equivilent

DirectX: Version 11

Storage: 2 GB available space

Additional Notes: requires a 64 bit architecture

English







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Nice innovative fairy tale puzzle in VR with beautiful graphics and music. No motion sickness thanks to roomscale gaming without artificial locomotion. Several hours of interesting gameplay.

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Some bug in 3rd level: 1st bee stay near the bells house after putting the spark. After restarting the game this bug didn't happen again, so I finished that level.

8V10.. first of all, the game itself is absolutely fun and a must buy, the remaster however...

i would not recommend to buy this game if you expect a proper remaster. the game is as far as i can see a rewritten scumvw. exe and the graphics look horrible (its the original game with a added effect like " super sai" engine or sth like that in emulators.) the " unmastered " option looks far better .

if you wanna play the game use scumvm and point it to the game directory and play it this way, you really will be better off.

i would give this game a neutral review but for now i have to go for the negative one, because in comparison to other newly released remasters this aint fun.

all in all look at the screenshots or some gameplay somewhere and decide then if you can ignore this or not. however you can also buy the game and use scummvm to play if you have no other way to get your hands on it. (thats the way i will play it)

Edit: Removed the issues with the Mouse cursor and in unmasterd you now have only the classic cursor. its more playable now, still i dont recommend to buy the remaster for the remaster, only buy if oyu wanna play the oldscool version. This by far would have to be one of the most immersive experiences I have had in VR. The aim of this game is to use the various ingredients at your disposal to brew magical potions. Each potion will give you a power you can unleash with the controller. The talking skull was a great touch. I just wish there was more to do in this game. For a free download there is absolutley no reason you should not.. Not much to say is there? If you wanna further support these guys on this great game, get the soundtrack!

Other than that, I do have to say the songs did make a great first impression of the mystical tower of Camera Obscura. Not much comes of the music (and story) until the last level, but that's just where the gameplay makes up for it, instead.. It would be a nice game if free, and if it was multiplayer..... Great game.

Really fun game. When this game will be fully released, I expect it to have 100+ hours of fun for me.

Worth every dollar.. Amazing game if you have a stressful job and you just need a few minutes to relax after a long day. Thanks for this great game!. I actually really enjoyed this game. Beat it in 10 hours but what I did play I enjoyed. I think its worth getting, on sale at the very least.. It's great for a few cents; it's perfect for tabletop wargaming fans who love a small break from reality and step into history and chaos.

You start off by selecting 4 gamemodes- Easy, Normal, Hard, and Nightmare. Nightmare is not too difficult-the AI is not stupid, nor overwhemingly difficult to crush. A great feature they include is the different value of each same unit type. For example, the infantry can have good damage, but bad defence. It makes you feel like-for a history buff like me-you have to control over certain troops such as militita, to regulars.

You can only play as the 'Patriots.'

The battles are great. It ends at Yorktown-which is pretty cool. The map for it has the water surrounding, and you have to fight your way through artillery into the heart of the town; just like the real battle.

You get to do 'hotseat' which is pass and play; great for a break between lovers of simple, yet chaotic tabletop gaming.

8V10.

Hated this game, controls are awful with a controller. Also too difficult to start with. Waste of money for me.. I really enjoyed the first chapter, but I was skeptical on buying the rest. I waited until the fall sale to buy the season pass and I was not disappointed. It would have been worth it to pay full price for the rest of the chapters as well. It's a really great story.. epic trailer, but i think there is new favourite player... Hannameister. Really needs to tone down the Social Justice agenda. Tell an interesting story first, then insert politics. After the mess of Versus I'm not going to be buying anything written by Zachary Sergi again.

This is pure pandering with no substance. This is pay for an early game advantage in campaign and raid mode. I only have it because Steam winter sale of entire game was less than \$10.

It's a slow rate of fire\high damage pistol with some decent attachements that can found in raid mode by playing the game.

Might as well pay some Chinese gold farmer to play the game for you.

How long until credit cards have USB ports to replace mouseVkeyboard or controllers for modern games?. It was hard for me to consider whether to recommend the game or not. I decided to recommend, but if you are interested in the game, read until the end before deciding to buy.

This is a metroidvania-like game with a different concept from what I've seen so far. While the idea and the game itself seems well done, it's filled with bugs and poor design choices. Frankly, I only recommend it for metroidvania platformer fans, and only if you do not care about achievements or finishing all side quests. If you decide to buy, only do it when it's on sale, with at least 70% discount.

-----Pros-----

- + Decent graphics
- + Ambient sounds are well done
- + Great variety of enemies
- + Atmosphere is quite good
- + Decent story
- + Boss battles are unique and well done
- + Exploration is rewarding
- + Several weapons and spells
- + Interesting crafting system

-----Cons-----

- Random game-breaking bugs
- VERY poorly optimized
- Jumping is clunky sometimes
- The sword is the only weapon that can hit all enemies
- Some materials are ridiculously hard to get
- RNG is poorly implemented
- One side quest can't be completed
- A lot of spelling mistakes
- Achievements are obnoxious (completionists only)
- Several annoying minor bugs
- Game probably will never be patched
- Side quests are boring
- Can't change the equipment outside the base. It's an interesting concept, but not much of a game. A single playthrough should not take more than an hour, and I can't see much reason to replay it because it's a bit tedious and empty, with no real sense of control over outcomes, no outside system to affect, no personal life to manage, and no plot. My point isn't that games need to have these things, but it helps to have something of substance, doesn't it? This is a bit like solitaire without the replay value.

You alternate between choosing which stories to run, and viewing little cutscenes. This happens about 12 times.

In the cutscenes, the employees gossip lightly about their realistically depressing personal lives in a way that has no clear connection to anything you've done. These cutscenes are ignorable and don't really carry a lot of plot or character.

Editing has a few wrinkles which don't really do anything. Mostly, it is just choosing stories. Occasionally you might strike out a paragraph to avoid making the government or whoever angry. This has no obvious cost, there is no particular information to consider; it's just an arbitrary choice. If the person you give a story to refuses to write it, then you just choose another. Makes you want to hire an understudy who you can just hand the stories to, and they will shop the stories around until each one has a writer. Then there are the letters you receive, but can't read unless you drag them to exactly the right part of the screen.

After each cycle, you get a little feedback about how the papers sold and how they shifted public opinion, for all the difference it seems to make.

After the last cycle, you get different ending texts which might reflect your choices. Or maybe not, it's not very clear. I think I'll skip replaying this for achievements which just meant that I sat in the chair a few more hours like this one.

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