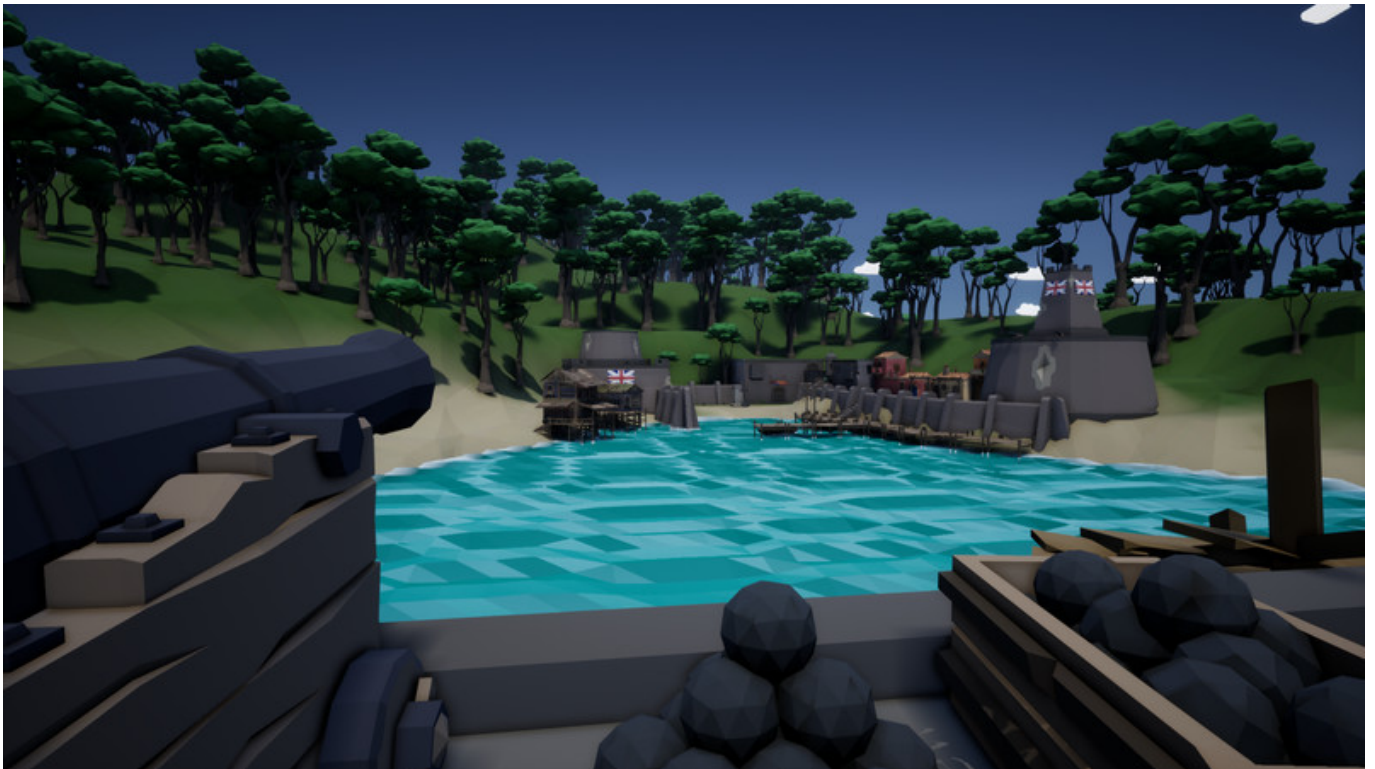


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ArmZ VR Activation Code [key]



Download -->-->--> <http://bit.ly/2JVhpYO>

## About This Game



Welcome to a world where technology has sealed our fate and finally led to the World War. Those of us who made it are now living in ruined cities behind steel gates that separate the cities from one another and from deadly creatures roaming the wastelands. The only thing that stands between us and them are the remotely controlled war machines called ARMZ. But no machine, no matter how powerful, would be of any use without YOU, its operator.

ArmZ VR is a hellishly dynamic wave shooter that allows you to become one with a huge, heavily-armed Battle Mech! Your goal? To guard the city walls against constant attacks of horrifying human-machine hybrids. Be sure they'll use all their skills, weapons and won't hesitate to sacrifice their life when needed, as unlike any living being, they're not driven by a self-preservation instinct but pure will to kill.



You however have what your opponents don't. ARMZ war machine that adapts to your preferred combat style. Not fancy of sophisticated battle tactics, strategic thinking and planning three moves ahead? Grab those miniguns, start a barrage fire and cover the battle field with a hail of bullets until no hostile creature is left with its head still sticking from above the ground.

"Rambo style" combat not your cup of tea? Good! Be sure your robotic arms are capable of way more than just pulling the trigger. Use them, to get cover from bombs. Equip your mech with a harpoon to eliminate enemies from the distance. Drag them, crush them, watch them bleed and throw away what's left of them. Then enjoy observing what impact your little horrifying show had on remaining enemies, that will literally freeze in fear. And once the situation on a battle field gets really serious, wait for the hostile horde to come anyway near an explosive, then blow it and enjoy the mayhem.

And you better be ready to make a good use of your mech's weapons and defensive skills at all times, as each opponent you'll be facing, starting from heavily-armored Guards having a shield and hammer at his disposal, to flying, bomb-throwing Jumpers, has their own set of skills and combat strategies, challenging your wits and testing your tactical talents.

You can play the game standing, or sitting comfortably in a chair, but you must not forget to be constantly looking in different directions and using both hands and weapons at the same time, as death can come from literally anywhere. So keeping your eyes around your head will be crucial for your victory in combat. The same applies when properly deciding on which targets to destroy first during the battle. The situation on the battlefield changes dynamically, so you need to be both quick and creative when developing your offensive-defensive strategies.

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## GAME FEATURES

- Feel what it's like to operate a huge, combat mech of the future!
- A dynamic, tactical wave shooter that will require you to bring your A game;
- Enjoy a set of different weapons designed to perfectly match your preferred combat strategy;
- Fight diversified opponents, each with their unique skills and combat style;
- Face your opponents in 6 levels set in three completely different environments;
- Defend, die, repeat. Improve your skills and make sure no nasty thing goes through those gates!



## ABOUT US

ArmZ VR is a result of a huge effort of a small independent development team, that's entirely focused on one thing and one thing only – to make VR gaming as immersive as possible. Reaching that goal won't be possible without your support however. So put on your VR goggles, grab those controls and help us make our game as great as it can possibly be!

The best way to reach us with your feedback, comments, suggestions, requests and whatnot, is via Steam forums, so feel free to share your thoughts there. We look forward to hearing from you and see you on the battle field!



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Title: ArmZ VR  
Genre: Action, Indie, Early Access  
Developer:  
Televisor  
Publisher:  
Televisor  
Release Date: 28 Mar, 2019

a09c17d780

**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 SP1 64 bit

**Processor:** Intel i5-4590 equivalent or greater

**Memory:** 4 GB RAM

**Graphics:** NVIDIA GTX 1060 / AMD Radeon RX 480 or greater

**DirectX:** Version 11

**Storage:** 3 GB available space

English









You can talk with the crew member



Alex! Alex, can you hear me? Alex, what should we do? What happened?

I.. Who am I?



Damn, looks like our A.I. has crashed. We cant do it without you, Alex, quickly give us the flight details.

- 1.Date 2215, flight from Mars to Earth. What A.I. has crashed?
- 2.I dont remember. What A.I. has crashed?

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I don't review games. I don't really think anyone cares what i have to say about them. But i can't hold my tongue on this one anymore.

I used to really enjoy this one, in fact it was my go to game, until they "rebalanced" the game a couple of months ago. I could log on, kill a few hours, have fun chatting with folks and catching fish.

Since the rebalance, it is nothing more than a grind game. And a slow one at that.

Heres what I used to like: The game worked. rod and line physics were reasonable, i could catch enough fish to make a few in game credits and didnt have to micromanage.

All of that is broken now. the fishing line is like rubber. the rods are like slinkys. The fish don't bite enough to keep things entertaining. Costs are so high that i can't see how a new player would get anywhere. Heck I'm having trouble making the new economy work at level 38. And the social aspect is ruined as well. They added stupid 3D avatars that basically fill up every fishing spot and distract from the experience. I can't turn them off, so I fish alone to keep from having <insert name here>'s arms and rod in my line of sight.

The devs have claimed that they fixed some of the issues by lowering travel costs at certain places and tweaking the physics. I don't see any improvement.

The way i see it, its a game. It should be entertaining, and this just isn't anymore. If i want to catch only six or eight fish a day, I'll wait for spring and walk down to my dock and do it in a couple hours.

I would have recommended this game 4 months ago, now I just can't. If you want to fish, go to a real lake.. This is challenging and fun at the same time... Need lots of thinking ahead... Worth buying.. add steam cloud save, played the game and did all the achievements, now after the update there are more achievements but i dont have my safe file anymore, really unpleased.

please add a option to select any of the levels after you have finished them/finished the game. aftter finishing the game i could only replay the last level or reset the game :(

and please add achievements for every mission/stage/level for each star rating - the 3 star rating is currently useless

otherwise i really recommend this game, artwork and stile are nice,. Dead Game. No update in over a year. Had potential. Too bad. Right click Chivalry then choose Deadliest warrior to launch and it works! 10V10 i could not ask for much more.. 45 minute quick impressions:

This is a simple jump-and-shoot platformer. You start with a boomerang and get another weapon after beating the first boss.

- + Graphics are simple, but decent for the style and price of the game.
- + Music is good, but a bit repetitive.
- + Controls are good enough.
- + The boomerang is fast and fun to use.
- + It's three bucks.

- The levels are long, including 2 mini-boss (?) fights, with no checkpoints that I can tell until right before the main boss of the level.
- There are many places where enemies unavoidably hit you, unless you know they are coming, or inch ahead slowly.

- ~ The one boss I got to was pretty easy.
- ~ You only have 3 lives to finish a level. There is 1 extra life on the first level that is always there after dying, so you effectively have infinite lives on level 1, up until the boss.
- ~ Escape insta-quits the game.

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I only see 5 levels on the map. The first level took me about 15 minutes to learn and beat. I assume the others will take longer.

If you don't mind dying a lot to learn where things jump out at you. it's reasonably fun for the price.. It is very pleasant to play this game, even though it seems to be for children.. I usually like to play clicker games, and when I saw this game, the description, and the screenshots, I thought it looked pretty good and added to my wishlist. Today I bought it, along with a couple other games. This game is possibly one of the worst games I've ever played, let alone payed for. Allow me to elaborate why.

1. Settings - Immediately after launching the game for the first time, I instantly looked to find an option to disable the loud and annoying music; however it doesn't work. Muting the in game music via the settings effectively does nothing, therefore to mute it, you must mute the volume on your pc, also muting all notification sounds and other things that you may need to hear if they notify you.

2. Gameplay - The visuals are extremely boring. There are 5 things that you can buy that automate your cookie earnings, as well as 5 upgrades to those things. The upgrades are easy to acquire, and once you own everything and all the upgrades, there's nothing else to the game; nothing else to strive for or work towards - In the end I had 11 minutes on this game, and I had completed it in 9. Don't restart the game, either, as you will lose all your progress.

3. Motivation - Once you have bought the game, there is nothing to play for. The game doesn't save, the settings don't work, there are no achievements for this game, and nothing in-game to work towards.

Overall - The game isn't fun. It goes against everything that games are supposed to be - even for a clicker game. I'm probably even going to request a refund for this game, as even though it was cheap I still don't think I got my moneys' worth.

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VR play for this type of game is actually good and the game itself is fun. But, I can't recommend at this point. I think with some pretty minor game design tweaks, it could be excellent.

Examples:

The first couple tracks pay \$5000 to win. Spend \$20000 to unlock a new longer, harder track... and that pays \$5000 to win. You can play tracks over and over without penalty. So... play the first easy track over and over is the best path forward.

It also doesn't show what tracks you've won, or your best times, or anything like that.

According to the lap counter, your first lap is lap 0 of 4, and your final lap is 3 of 4. Yep, finish lap 3 of 4, and the race is over. You do complete 4 laps, but they are simply numbered wrong. Was this game play tested?

See the grass with the pylons in the screen shots? You can drive straight over that without any penalty. The AI doesn't cut the corner, so it's pretty hard to lose that race.

Driving in dirt is way too slow.

Cars are too fragile. A couple rubs and they blow up... but are immediately respawned in exactly the same spot. Odd gameplay choice.

Steering doesn't seem to work unless you're on the gas. Again, odd.

All of this seems like just sloppy game design. But, it strips the fun and challenge from what potentially could be a really great arcade racer. It doesn't feel like a rushed game, but it does feel like an untested/tweaked game. Great potential, but not worth the \$ they are asking for it now.

Sooooo close to being sooooo fun. Update and fix... please! :-)

Note: reviewed as single player game. Maybe this is an excellent online game. I don't know.

. Tried out my first refund, worked great!

This game is in early early alpha

has 2 guns

you can shoot at either a duck or a deer

you can't shoot because the aim system is non existent.

1V10 do not buy.. Even if this was paid and expensive, it still deserved a go.. The game is dead. No servers. :( Monkey Island 2, apart from The Curse of Monkey Island, is hands down one of the best adventure games of all time and this new version, graphically completely overhauled while still being able to switch to the original at a buttons press in real time is probably the best remaster edition of a game I have ever seen so far.

If you call yourself someone who likes adventures and if you haven't ever played this, you're probably lying.. I am excited to see games like this turning up on steam. A departure from the standard grizzled white American, play an Iranian pilot fighting the Iraqis in the 1980s.

Great comic style cut scenes.

Mediocre game play.

<https://youtu.be/VQqM755wcN> M. Silo 2 is a great program if you have more than a beginner level of understanding when it comes to modeling. I've only used it for a few things but from what I can see the program has a lot of good tools and simple UV unwrapping. When it comes down to it and you are looking for a cheap lightweight modeling program, this is something you may want to consider. I would say that Silo is more for advanced users, the documentation is kind of lacking and there haven't been any updates to it for quite some time. The sculpting part of it is a little weird, I would not recommend this if you're wanting to sculpt something. I would look into tools that contain dedicated systems for this such as ZBrush, Mudbox, or the most common free tool, Blender. All in all, this is a great piece of software if you're willing to learn most of Silo through trial and error.. I can't help it...I'm in my 40s and was about 20 years ago addicted to Diner Dash. So pretty much any food prep time management game is something i'll play. So far this game doesn't seem too challenging, but I've only given it about an hour.. I honestly say that I tried to enjoy this game. It seems like a fun game but there are a few issues that cause me to not want to play

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any more than past the 3rd level. Keep in mind i used KB/M for my experience.

-Bugs. One specific one I've noticed is in level selection. You go in, can't select your level, exit out, go back in and can select it again. Easy bug to go around, not a big deal but on top of other things it's quite annoying.

-Incorrect tutorial prompts. One specifically that tells you to use Shift+Space to wallrun, coming from Cloudbuilt, that makes sense. In reality to wallrun all you have to do is have shift held when near a wall. If you try to press space when around a wall, you'll immediately jump off, caused quite a few unnecessary deaths. Admittedly so, it is partly my fault for not fixing my habits, but the game tells you how to do an integral part of the game incorrectly.

-Camera. The camera work is absolutely terrible. For the three levels I did play, it felt like I was constantly fighting the camera to see where i wanted to look. I even changed my mouse's settings for max DPI and it still felt like the camera was constantly trying to snap back to where I wasn't trying to look. It's hard to explain, but it felt like it kept pushing back towards the MC's line of sight. With lots of corners and trying to move fast, fighting with the camera isn't something I want to have to do.

-Respawn. I have three points with this one, the first is that there is no quick respawn. You have to wait for the whole scene for the MC to die, even if you know you've missed a jump, you don't have a button to just respawn. The second is that there is no key locking while respawning, after the screen turns dark you can move from the respawn point, changing the camera angle, and changing from red to blue or vice versa. Lastly you keep the same camera angle that you had when you died. If you took a 90 degree turn before you died because there was a corner before the next checkpoint, you respawn facing a wall or a cliff, if you missed your jump and tried to salvage it because theres no quick respawn and you end up dying facing the wrong way, you start facing backwards. Minor complaint, but on top of fighting with the camera, it's quite annoying to come back like that.

**Patch 0.1 is here!:**

List of changes:

- Fixed blocked controllers bug
- Added spawning additional rockets and enemies to prevent getting stuck in the harpoon tutorial
- Models of rocket and shield were changed.

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