
Survivor VR Crack Download For Windows 10



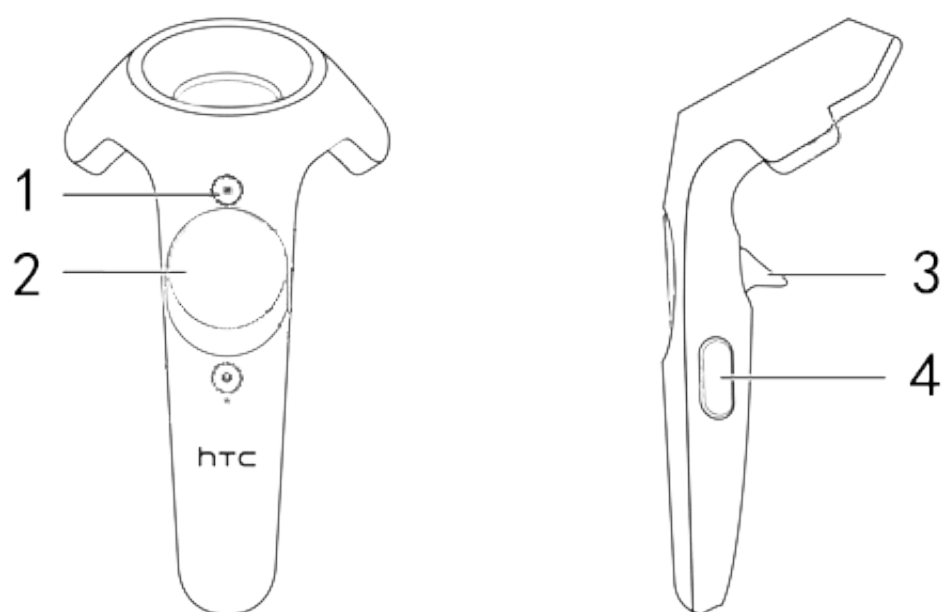
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About This Game

Background One evening, a seaside town was attacked by a major earthquake, with building collapsing and serious casualties. A few hours later, the earthquake triggered tsunami swept the small town. Ground rescue measures suffered from devastating blows. The masses can only hide in the high or get to the rooftop , waiting for the helicopter rescue team.

Introduction "SURVIVOR VR" game scenario is a ramshackle building surviving the earthquake. The player will play the role of a struggling survivor. He will use VR game equipment to complete a series of specific actions in order to avoid danger from each checkpoint until eventually escape the building .

In the course of the game, players will encounter fire, flood, gas, explosions and other attacks. Players must use their own wisdom to survive the danger. The game is based on escape from the disaster. But there are still many intriguing decryption elements. During the game, be mindful of the clues, which are the keys to success!



- 1-Menu Button-Wake up the game menu
- 2-Trackpad Press-Walk
- 3-Trigger-Operating items
- 4-Grip Button-Press the release of the items

***Player position emergency reset button——R**

Title: Survivor VR
Genre: Action, Adventure, Simulation, Strategy
Developer:
Lucid Dream Studio
Publisher:
Lucid Dream Studio
Release Date: 12 Jul, 2017

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Minimum:

OS: Windows 7 SP1, Windows 8.1 or later

Processor: Intel i5 4440

Memory: 4 GB RAM

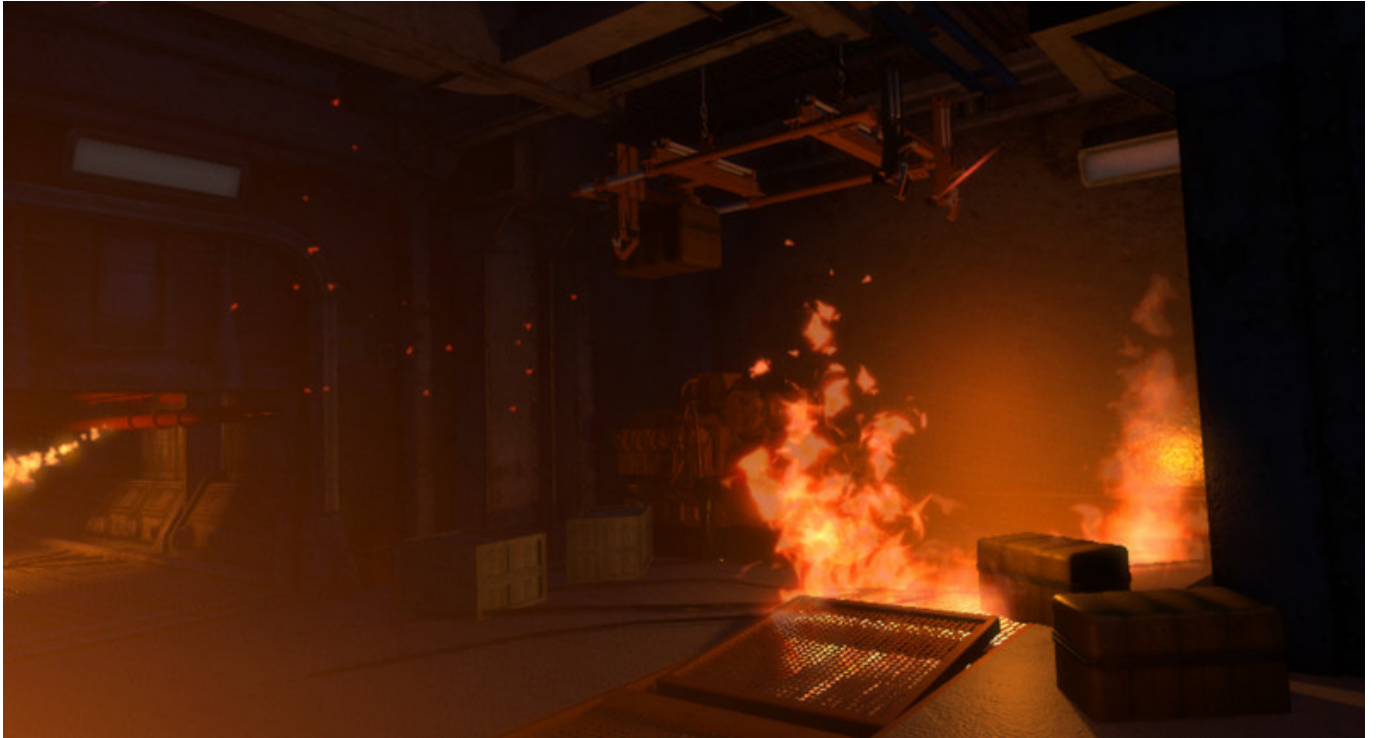
Graphics: NVIDIA GeForce® GTX 970

DirectX: Version 11

Storage: 2 GB available space

Additional Notes: Requires tracked motion controllers for input

English,Simplified Chinese







Game is boring as it never gives you a real sense of urgency, the optimization is god awful and buggy and short on top of that, stay away. Locomotion uses trackpad head direction only, as opposed to trackpad hand movement direction like in every other VR game for Vive. This makes it frustrating when you're trying to walk and look in another direction at the same time, and I do that a lot. The graphics don't look great, but they don't look bad either. The scale of everything in the game can sometimes look a little off. The audio is lacking. I hear my own footsteps louder than almost everything else in a disaster situation!? It's just jarring when audio is clearly missing from things, objects fall onto the ground in silence, etc, etc. The frame rate also constantly dipped a little bit. It's a minor dip, yet frequent enough to be annoying.

I stopped playing about 15 minutes in the game because the key card I needed to open a door disappeared after climbing into a vent. The card didn't respawn back in its default location. I'm going to refund this one unfortunately. It does have the potential to be a decent experience if they fix these issues.

My specs:

GTX 970

I5-6600k

16GBs RAM. I played this game on the Oculus Rift with Touch controllers. The only issue I had was the button mapping and the default settings. To choose options, you have to hit trigger and then whatever other button combination to make it work. If I remember correctly, for menu options it was joystick plus trigger simultaneously. For other items it was trigger and A button. Y button was to pause. You do have to change settings to allow for faster walking because the default is painfully slow. I would also change volume, because it is very quiet otherwise. You move via touchpad or joystick locomotion, but you do have to look in the direction you're moving.

I spent 40 minutes in the game from start to finish. Unfortunately, about 10-20 minutes was just me trying to figure out button mapping (and also because having to push trigger and joystick to move is cumbersome to do). This game is probably only 20-25 minutes long, that's if you take your time exploring. You could probably speed run the experience in 10 minutes if you knew what you were doing.

Even though the game is very short, the graphics are very well done but glitchy (frame drops, choppy video). There's not much to the story. You're supposed to escape a building that's about to go down. There's fire and falling debris everywhere. The puzzles are very straightforward. Spoiler alert: hahahahahahahahaha you use the fire extinguisher to put out the fire.

Despite all the above problems, however, I had fun. Very atmospheric escape room adventure. I felt like I was actually trapped inside the building and a lot of the things done here are things that you might actually do if you were in a similar position. The only really odd thing is why there aren't people in this building with you. And a lot of things were just out there for you to use, which probably wouldn't happen in real life (but hey, that's why it's a game).

Sale Price Rating 6/10, I wouldn't recommend it at full price as there's not a lot of content here, but it is very good content if you want more adventure/ atmosphere in your puzzle game (and don't like your puzzles too difficult)

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