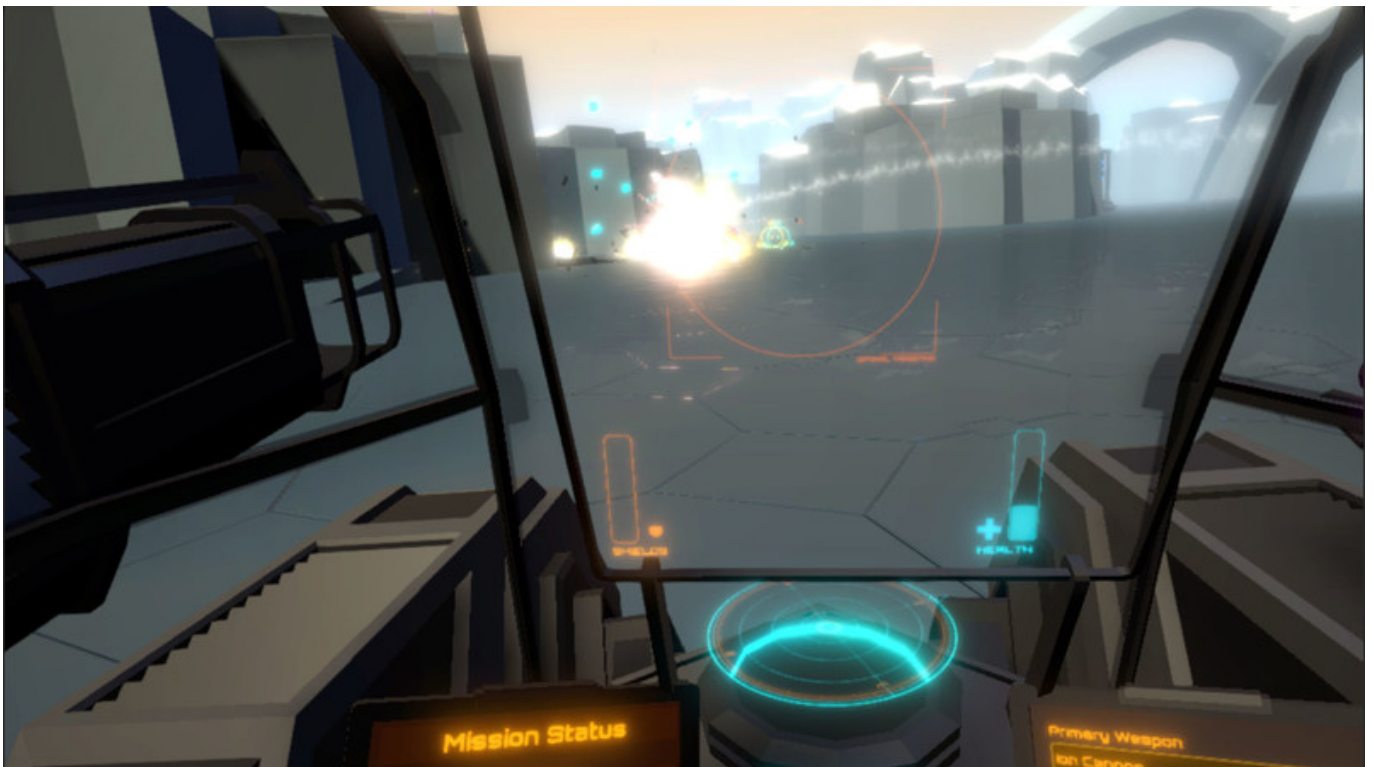


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HVRGUN Ativador Download [serial Number]



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## About This Game

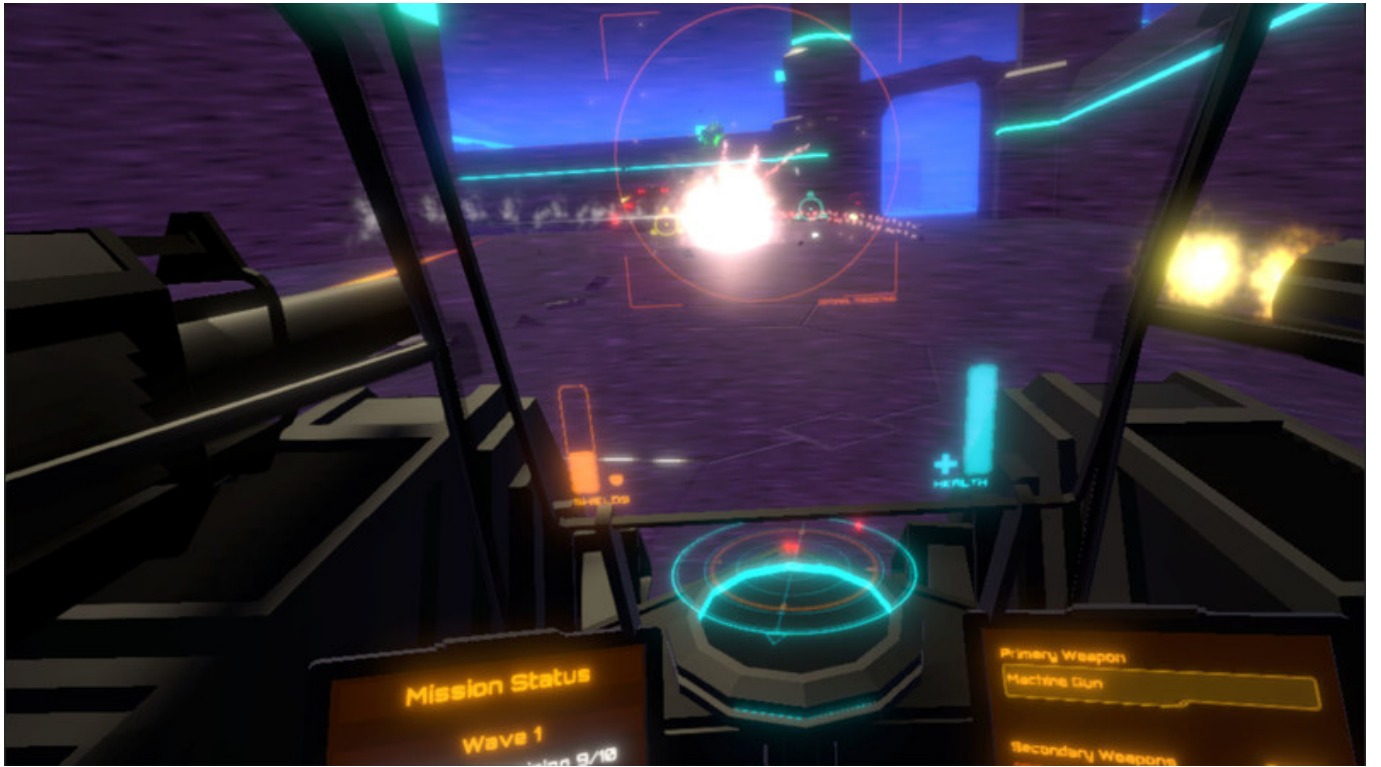
Welcome to HVRGUN, the worlds best Assault Pilot Training program. Where you'll be placed directly into a virtual battlefield and test your ability to dodge, shoot, and destroy an endless onslaught of enemies! This program will place you in a variety of environments with an even wider arsenal of weaponry at your disposal, ensuring you're ready for any situation. Of course, you'll have to first prove yourself before you're able to obtain our top tier weaponry.

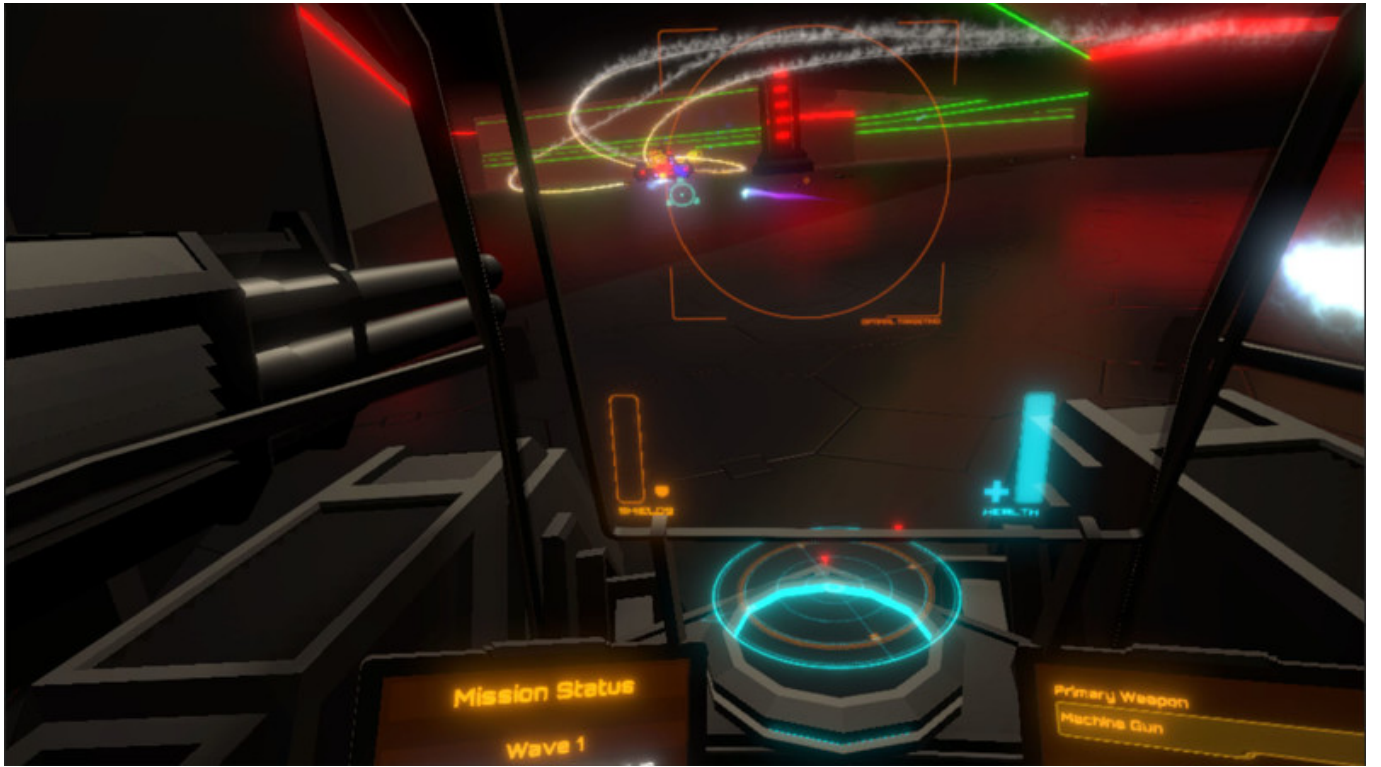
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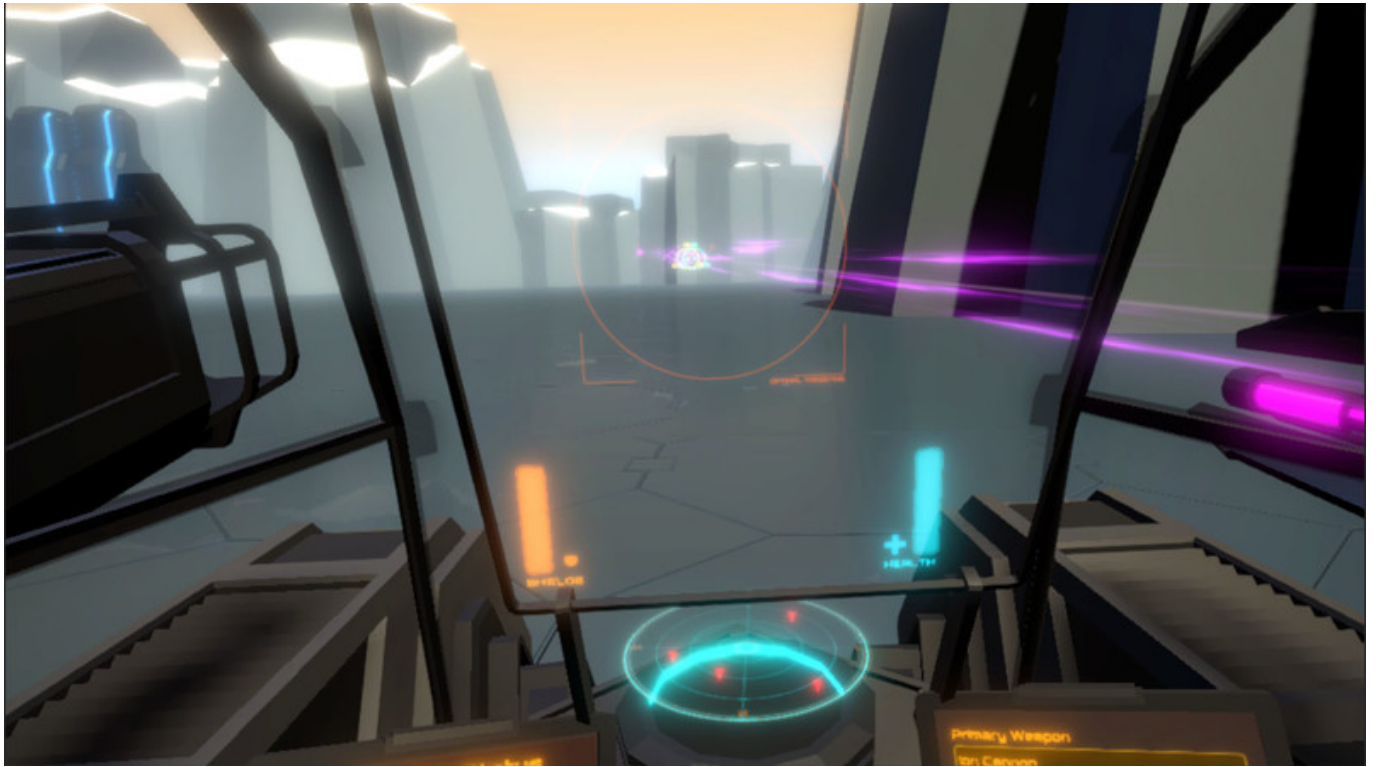
Title: HVRGUN  
Genre: Action, Indie, Early Access  
Developer:  
Jonathan Bartram, Thomas Bartram  
Publisher:  
Jonathan Bartram, Thomas Bartram  
Release Date: 19 Jan, 2017

a09c17d780

English







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Fun little tank shooter for VR. Has some improvements to make but it perfectly playable in it's current state and gave me some relaxing gameplay for a while. Several weapons to unlock and experiment with which adds a little variety, it's just about worth the current price. If you want a tank driving game (even if it is a futuristic hover-tank) for VR then this is a nice place to start.. (Updated - Working fine with Oculus and Xbox One controller now)

Previously it wasn't working properly with my Oculus or my Xbox One controller, BUT, it now is. Thanks for the responses who were trying to help. Oddly enough before I saw those I was able to get everything to work. I ran the Steam setup for VR and re-defined my play space, re-defined where ground was, and did nothing with the controller but all worked. So I didn't take the given advice, in my case I guess I needed to run the Steam-based VR setup (and the controller issue was just an odd hiccup).

Sadly my overall recommendation of the game doesn't change, yet. Don't get me wrong, it's a good game, very well done, but so far it's feeling like a game I will have played once or twice and never gone back to. But I may just not be a huge fan of wave-based games. I'll give it a few more tries to see if I warm to it.. Edit on 13.05.2017

- This game is death
- Developer doesn't even reply
- DON'T BUY this unfinished game
- Last changes where made in 2016. Only one hotfix in 2017 (January)

This game is in really early stage, but won't be completed (ever). That's why I change it to a negative review. Early Access and never finished. Don't buy the game. There is a better VR tank game that has great grafics and is more or less a battle zone clone.

Original post

It's a cool tank bame, but not perfect

Pro

- after some seconds in the battle it feels really "real"
- You are in the mittle of the tank and in the mittle of the battle
- intuitive steering with xbox controller

Con

- 3 of 3 players in my home got mossion sick after 2minutes. The problem is the tank is hovering (and your chair is not).
- Grafics: Grafic could be a lot better: Enemies and the background have sometimes the same colour
- No Settings: you can't really change anything (dificulty, numbers of enemies etc.)
- Letters are to small. You cant't read anything with the Vive (how much ammo is left? hmm..no idea)

The game is early access and for this it's ok. I hope that the devs will improve the game and maybe add later some multiplayer. I will review the game in 2-3months again (then I see, how the devs are improving the game). Very good Battlezone clone worthy of its price tag, but ever since the update my xbox one controller is not working.

I recommend it when its working, but as of now I cannot.. Worth every bit of 6 bucks. Also has a long ways to go. If you are looking for a VR tank fix, this is a good place to stop.. Extremely unenjoyable. You're supposed to be able to aim with the right stick but all that does is slightly move the tank up or down which is not nearly enough to actually aim. There is little to no enemy variety and I find myself killing myself to get out sooner than I do actually dying. All of the weapon upgrades are way too expensive to be worth it and the Hellfire missiles (Your second option for a starter secondary) don't even work. If the addition of other weapons make this game enjoyable then I wouldn't know because it was too painful to attempt to get them.. This game has a lot of Potential but the only problem I have Is How To properly set the game when I'm seated I have reset the game and the calibrations to HTC Vive And I still show up Under the seat Which I have to stand in order to play the game other than that this game is really fun hopefully in the near future it will have updates for multi players and online Capabilities With Co-op Or player-versus-player.. This game is very enjoyable due to the feedback and constant work put into it from the dev(s). It is a viable option for those who enjoyed Battlezone back in the day.. VERY COOL - I'm a old battle zone fan even had the stand up

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acade game in my den) Then helped as a beta tester for activision. LOTS OF PROMISE HERE if they don't get sued. I'm chomping for the new VR bzoine, but I have vive... so will bea while if ever. This is REALLY well done for what's here so far. I do have a major xbox controller problem though???? My right thumb stick acts as if I'm pushing it right and I have to fold the stick mostly right to counter is to stop spinning. I have this same thing in another game called FIRMA. But all other games work fine!?!?!

SURELY buy this - to support the dev - we need it to improve. GREAT START. How to aim up toward flying drones?  
. A simple EA wave based tank shooter with potential.

Pros:

- +Small download - less than 100 mb. Runs well on low end systems.
- +Four maps that are varied, with round based tanks, fliers and gun emplacements.
- +used wired XBox controller - no issues and control system works well.
- +It's a tank game!

Cons:

- Unable to elevate the turret, so elevated enemies (ie: on platforms) are hard to target and hit.
- AI isn't the smartest. Game currently lacks depth (although as EA this is to be expected)
- Resolution doesn't appear the sharpest and text is hard to read. No in-game options to change graphics settings.
- Basic audio effects.

Opinion:

At the moment this is a fun VR tank game in a minimalist but effective 'Tron' style environment. In smaller maps the bot tanks will seek you out - in larger ones you can utilise the the radar to find them, which is a bit of a chore. Eliminate them, get some more to find. You earn money for upgrades by destroying enemies who'll also drop health\shield powerups. Your targeting system will lock on to enemies but it's occasionally frustratingly ineffective. In the present guise as a wave shooter this is fun for a short while but i couldn't help thinking what if... 'i could drop mines or use a cloaking device... what if instead of just wandering around the map trying to find random targets I was stalking through a cities defences - like the old 80's game Tau Ceti'.

Thankfully it sounds like the devs have big plans. I hope they deliver on planned missions and don't rely on multiplayer to add that spark - there still aren't enough VR players and not everyone lives in US or Europe. I'll be putting this aside until the next update and crossing my fingers.

Rating 8/10

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This game has potetional! When I started the game for the first time and realized that I was sitting in, basically, a tank, I got excited. Base game worked. Didn't find any bugs or glitches. Four stages are available to play now, and all consist of a wave-based attack gameplay with unlockable weapons.

I hope the dev keeps going with this game, I think it could be something neat! Even in its current form, its worth \$6!. You are In a tank! And you control it with PS or Xbox controller smooth motions and after 20 minutes I died so I will re Group and try to get past my tiny 15k score on the board who can beat that? Lol



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