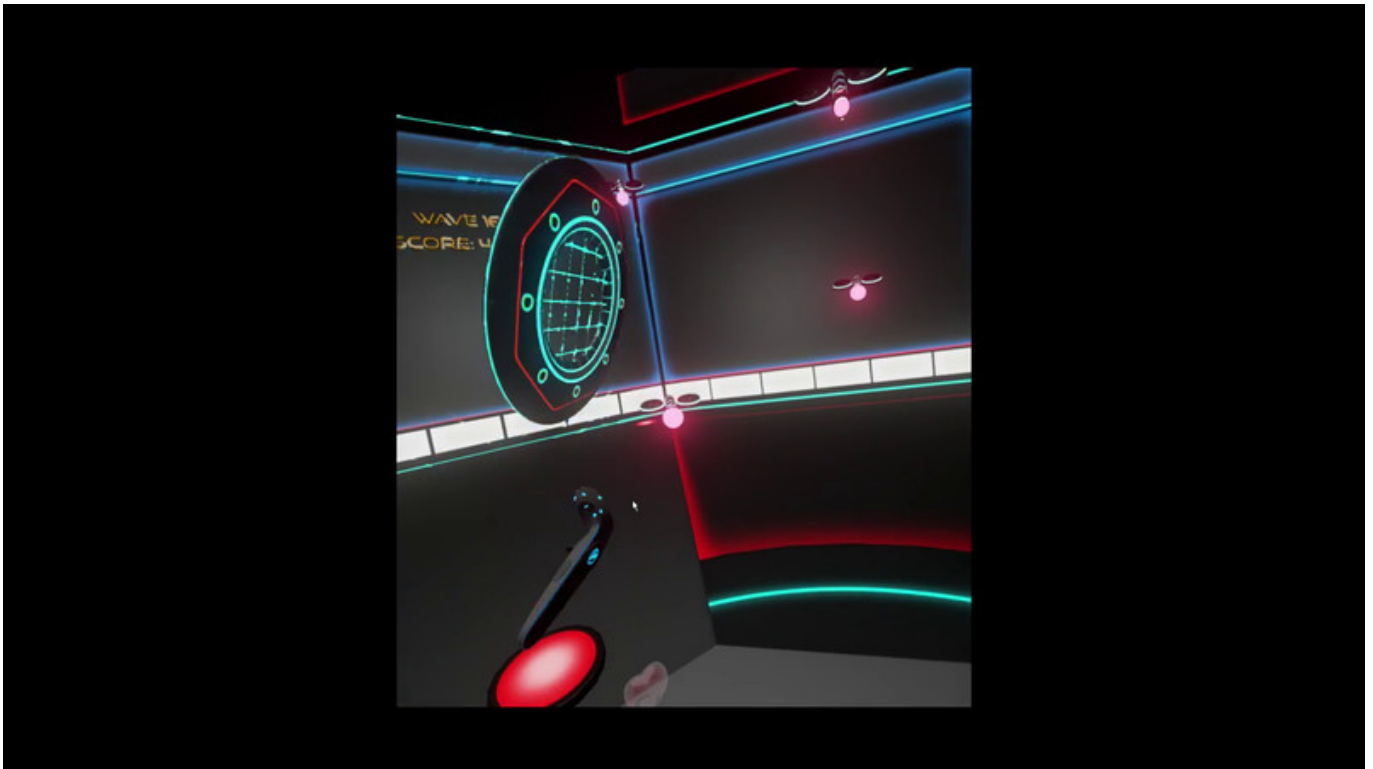


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## Octoshield VR Crack English



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### About This Game

Ever wanted to throw a shield at your enemies with all your might? Now you can.

Octoshield VR is an action packed arena game for the HTC Vive in which your only weapon is a deadly shield. Throw it at your enemies to annihilate them, but don't forget to protect yourself with it, or you will get hit by lasers!

**This game is currently in early access, and development is paused as I don't have enough free time to continue working on the game. I cannot currently guarantee any future updates.** Please understand that the game is at an early stage. It is playable and fun, and has a lot of features already, but not entirely finished. **If you want an entirely finished experience with full content, wait for release before buying and add the game to your wishlist instead.** You can also look at the reviews and at the Steam community hub to see how the game is and what updates I made. Most people really like the game currently but please understand that it's still early access.

Read more about the details of the Early Access and the features planned at the bottom of this page

Please don't hesitate to post any feedback, bug report or suggestions about the game on the community hub, or by email at [contact@octoshield-vr.com](mailto:contact@octoshield-vr.com)

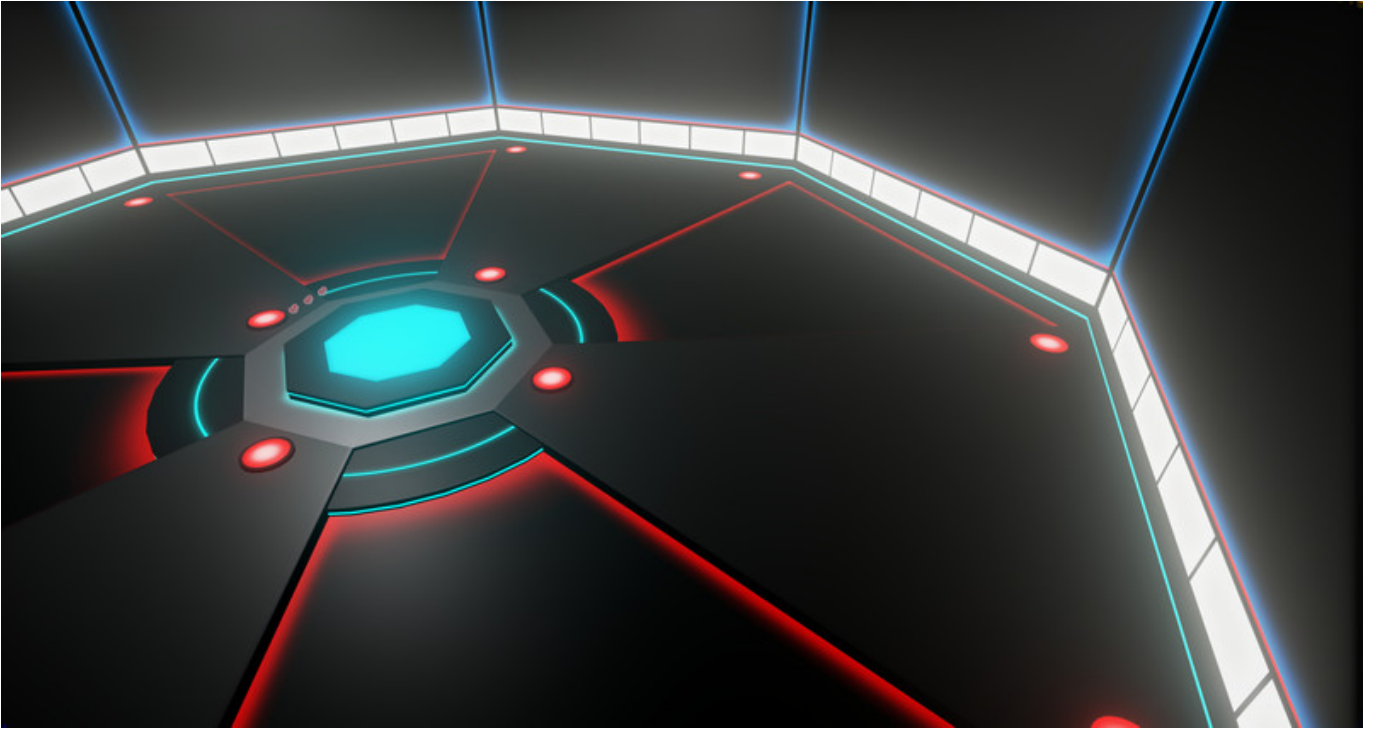
Credits:  
Art by Jestó Jose  
Sound and music by Kameron Rogers

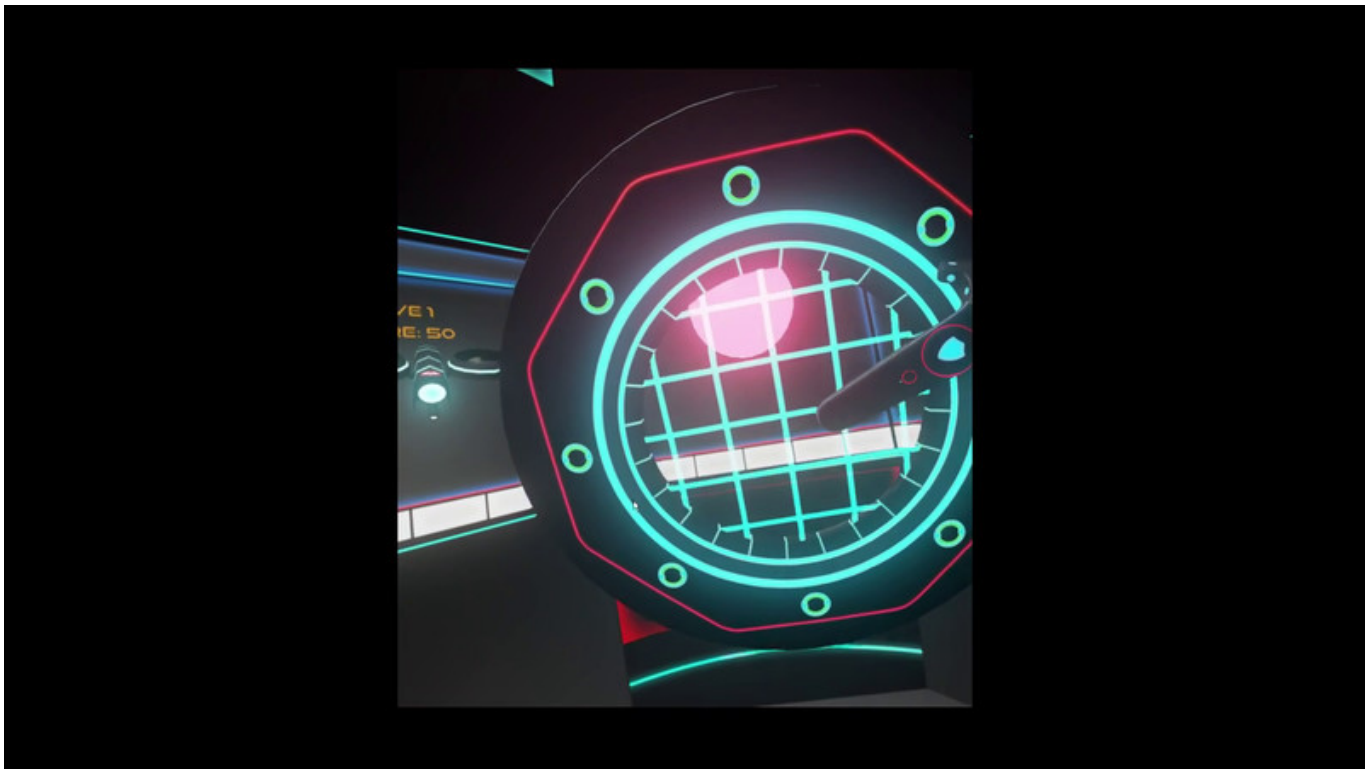
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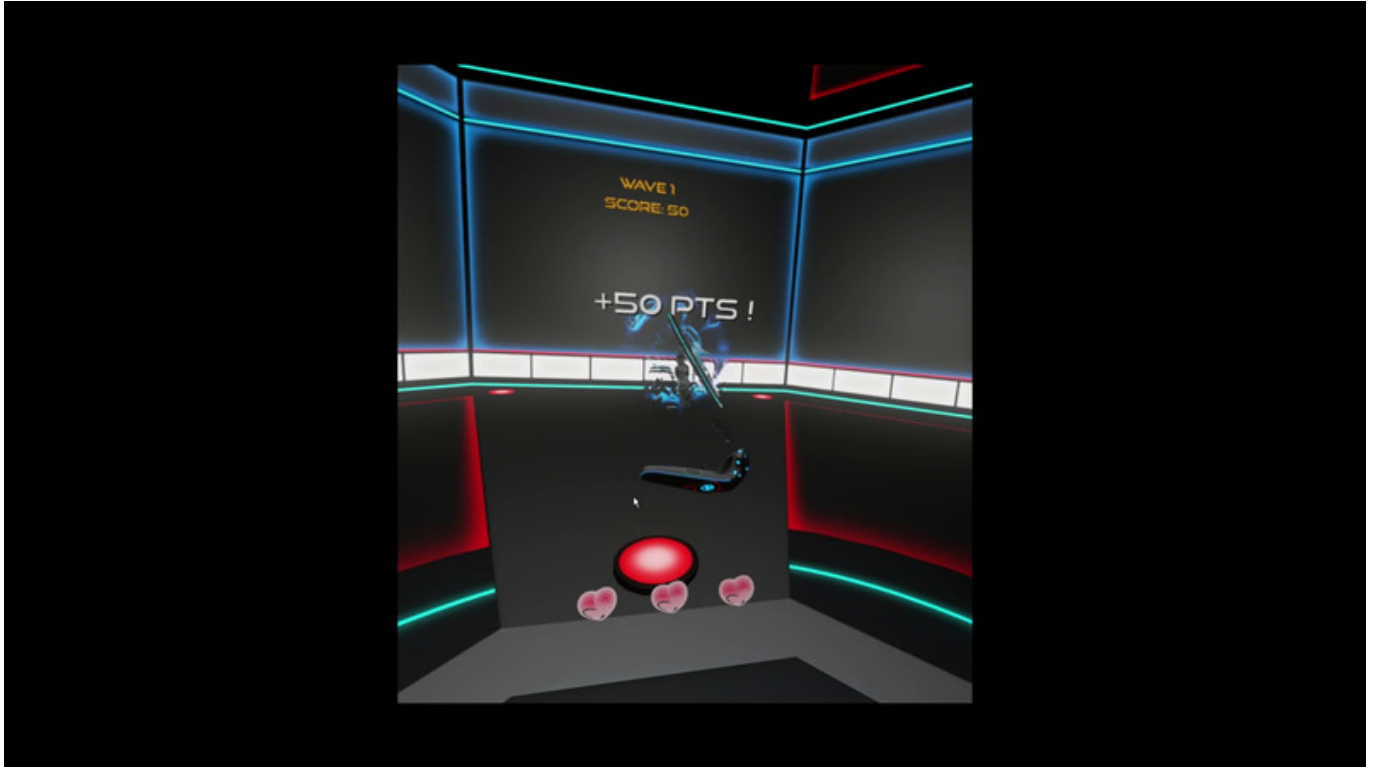
Title: Octoshield VR  
Genre: Action, Indie, Simulation, Sports, Early Access  
Developer:  
Potato Games  
Publisher:  
Potato Games  
Release Date: 15 Jun, 2016

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English







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Great fun and quite addictive. Nice to play an arcade shooter type game with no guns. The shield mechanics gives this game a very distinct feel. Good workout as well.. Tron meets Captain America. I just wish there was a global leaderboard so I could see how I match up.... Dont pass this game up because it lacks shine.

I have enjoyed this more than any other arcade shooter on VR (all of which are still incredibly fun) and have very good audio queues(?) so you can react without even looking at the enemy. A simple and quite fun game.

You face increasingly difficult waves of flying drones, armed only with a shield. You can throw it, Captain America style, or use it to reflect drone shots back at themselves (or angle the shield to bounce the shots at other drones). It also takes advantage of Roomscale, allowing you to dodge shots, which slow down slightly when they get close to you.

The dev, as well so far, seems fairly responsive, which is another plus in my book.. This game has really become something great! I bought it back when it first came out because the demo seemed promising and I wanted to support the game. Most of the VR games I have backed in such a way have yet to evolve into something awesome but this one has! The audio cues help immensely and everything feels solid with enough depth to keep you coming back. Now that the core gameplay is sweet I can only hope the dev can add in some content to keep things interesting but in any case this is a good investment. If you like active games like holopoint/VSPY you try this.. Not worth 5 EUR. Simple game and boring after few minutes.. Wasn't entirely sure what to expect from the game. Was kind of hoping for something with tron style disc throwing... This is not that but it's still interesting.

The disc is basically a generic physics object so it's like throwing a lofty brick, not a frisby. It can be quite difficult to aim your throw with it as well due to expectation on how it should behave but I suspect it's something you'll overcome with practice. It's in early access at time of writing so the mechanics might change as well, possibly improved. The system is workable at the moment regardless.

What makes it interesting is the ability to call it back to the hand of your choice and getting a score multiplier for hitting enemies that you had previously missed from behind as it returns to your hand. This makes it more dynamic and makes missing a bit less frustrating as you might have a second shot at taking out the enemy for an even higher reward.

While held it acts as a shield and allows you to reflect enemies shots back at them. It was a really nice design choice to make a hud on the shield that it gives you targeting reticle with which to aim shots back. I think this could be expanded in later development to show player health on the shield and more importantly a radar like feature that shows where enemies are relative to the direction you are facing so you know when they are charging up for a shot behind you.

Basically the game is space pirate trainer with throwable weapon instead of guns. The difference is it is much more reasonably priced for a wave based game and thus gets my recommendation on bang for buck value.. Well that was intense. Just finished my first game, 23 minutes of action has left me drenched in sweat and with a big grin on my face. Slow to start but by wave 16 I was constantly ducking and weaving while lobbing my shield like a maniac and laughing myself off. I refunded holopoint as the constant spinning made me feel sick but the enemies seem to stick to one direction when it gets intense which I think helps. If you have a vive, buy this now.. Quite accurate and responsive! Wish it had two shields one for bock and other throwing. More things happening with floor. I like the pace of game not to frantic but you can advance with it.

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This is an excellent twist on your typical 360 wave shooter. Kind of like Space Pirate Trainer, but with a vibranium frisbee. Steve Rogers would be proud!. As it is very early access I'll keep this light. I enjoyed playing it as is for now and already we are getting frequent updates from the developer. Well worth it for under a fiver.

UPDATED: It's been 4 months since any word from the developer despite requests from users in the discussion forums. This is simply part of the 'great VR cash grab' of 2016. Avoid and lets not reward this behavior!. The game has not been updated since July 3, 2016. This is dead Early Access. Avoid.. Really... Demo coming out after the game? Feel like i wasted money cause i dont even enjoy the game, if the demo was out first i would have saved my money.

My main issue is its very hard to be accurate, this and any other games that have a frisby style mechanic. Guns np but no matter how much I adjust in a game like this I cant make it accurate. Really wish I had the demo first...Curious if any frisby enthusiasts have played this to hear what they think regarding the physics.. Enemies spawn all the way around which makes most of the game just turning around to see where everyone is. Then when you see one you throw your shield at it, which doesn't feel that great. Then you keep turning around and listen for the sound of enemies trying to shoot you. In the end this is just a variant of Space Pirate Trainer which is a much more complete game (even though its also Early Access), both in visuals and gameplay. It might just be worth its low price though even if you get bored after 15 minutes.

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