
Axe Throw VR Download] [PC]



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About This Game

Axe Throw VR is the perfect virtual reality arcade party game - almost anyone can play! Left handed, right handed, big or small, young or old. In Axe Throw, a virtual axe throwing range becomes your playground or you can see how long you can fend off a zombie apocalypse in survival mode.

With unlockable axes, lots of achievements, plenty of different target types to challenge your skills, and the zombie survival mode, you're going to find this game easy to pick up and hard to master. There's also a practice mode where you can throw as many axes as you like to improve your VR axe throwing techniques.

Master your throwing, take on some undead and storm your way up the Steam leaderboards to show the world how it's done!

****IMPORTANT: MADE FOR HTC VIVE AND OCULUS RIFT ONLY****

Title: Axe Throw VR
Genre: Action, Casual, Sports
Developer:
PsychicParrot
Publisher:
PsychicParrot
Release Date: 17 Sep, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10

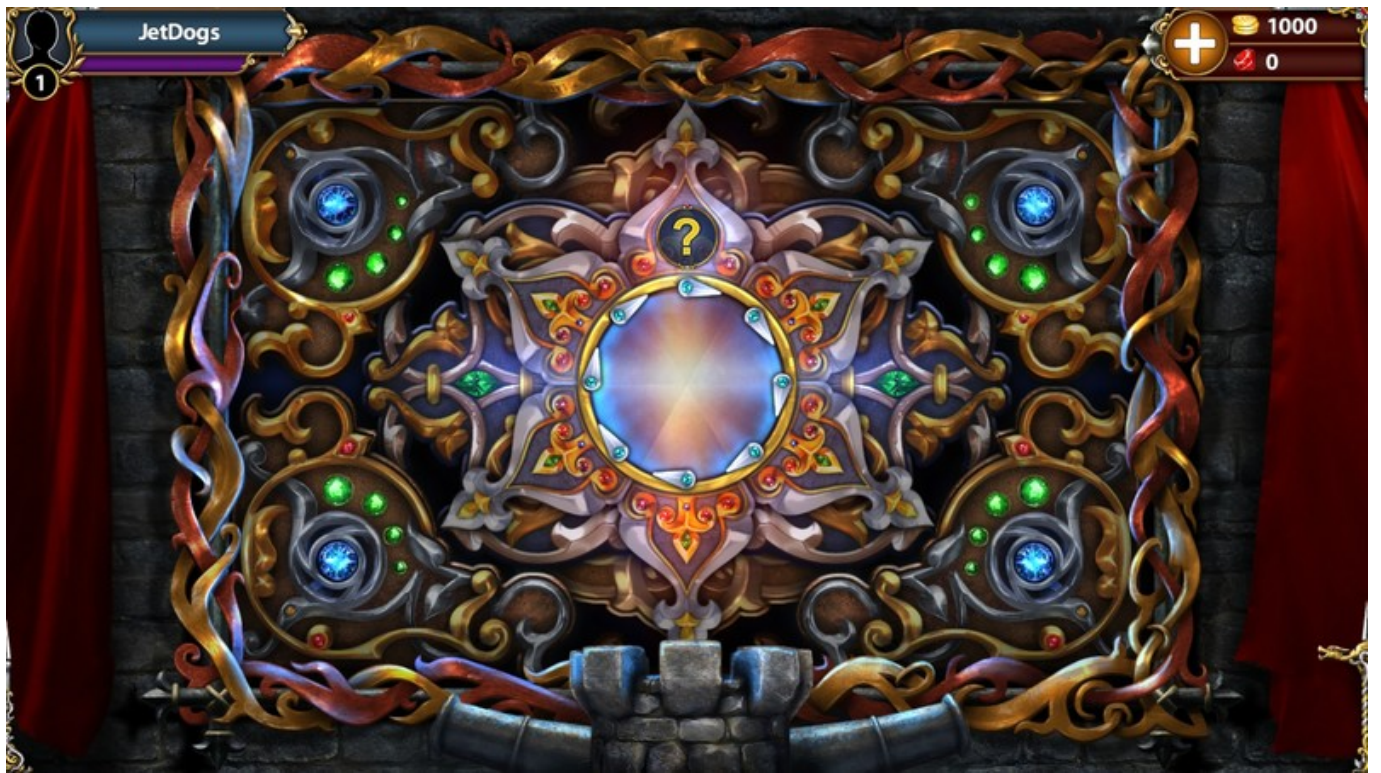
Processor: Intel i5-4590

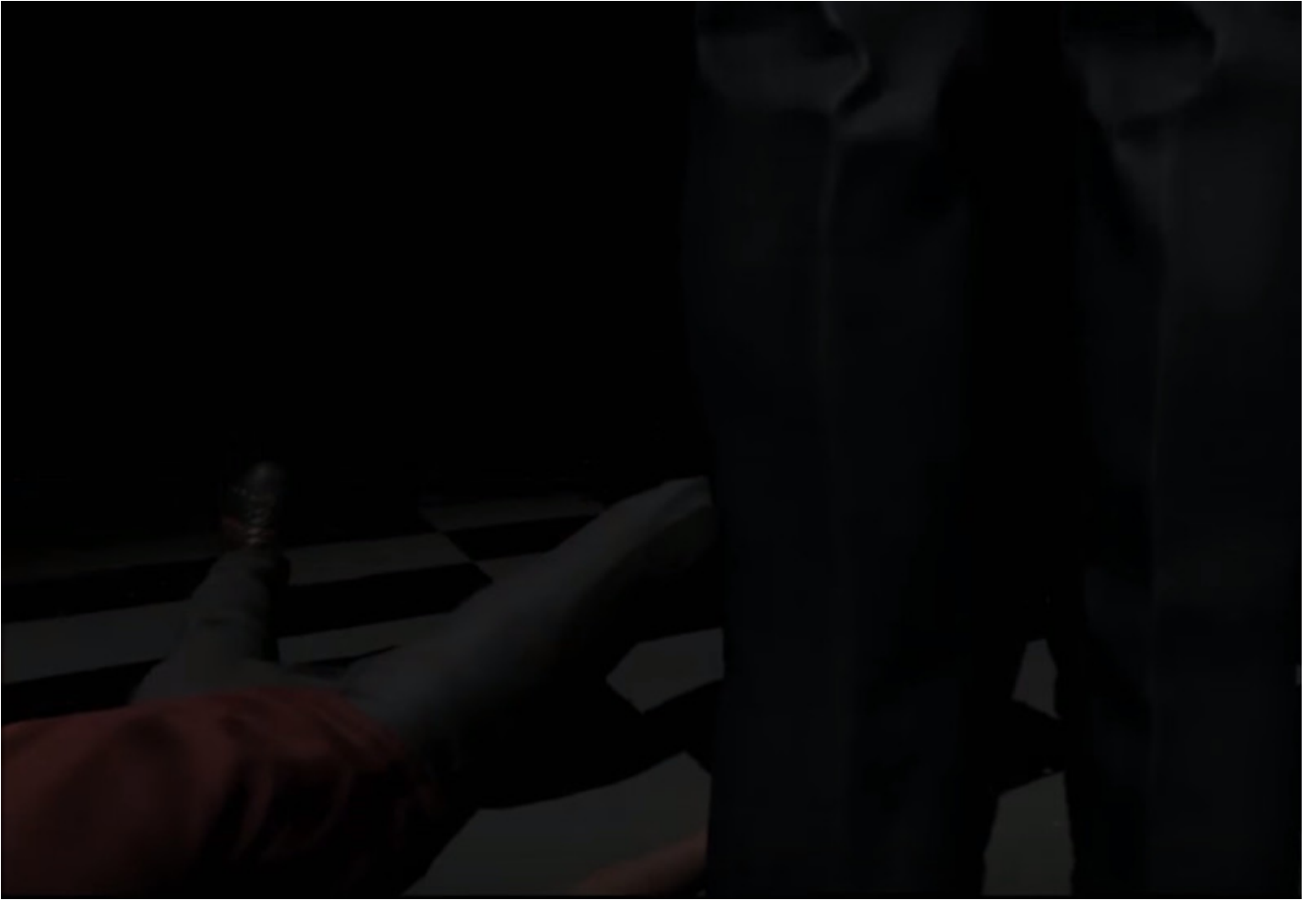
Memory: 8 MB RAM

Graphics: NVIDIA GTX 970 or AMD R9 390

Storage: 500 MB available space

English







axe throw vr

It is clear from the beginning that this is a program aimed at teaching people who know little to nothing about the language that they chose. It is a great program if you want to start learning either Spanish, Italian, German, French, or English. Just keep in mind that it won't teach you an entire language. It does not teach you how to write or rules of grammar, just how to speak a few basic things. Never the less, it is a good way to start learning a language. Of course, a language class will always be better than this, but this may be what motivates you to take those classes. For \$5.00, it's not too bad.. Took two steps in the game and was immediately impaled by a pitchfork, which pushed me back 40 feet against a wall. Where I was rushed by five inbred looking townsfolk. I was unable to move at this point so I hit the esc key, which luckily was the button to commit suicide. Thank god.. This game is unfathomably beautiful!. The most interesting entry in the Patrician / Port Royale / Rise of Venice series.. Oh yeah! A VERY nice sequel to Dungeons. The game graphics are better, the gimmicks are more clearly defined and overall it's an extremely well done game. Bravo Kalypso!!! For sure worth the price tag!!!!

I enjoyed it. Though I did not know, that one can control the shield on my first playthrough.. This game is still in early access, so although the gameplay is short and somewhat lacking, the potential of this game is amazing. It would be awesome if you could control a zombie directly, so your zombie army has a general. This is a feature in a flash game i like, and it was the key to some of the harder battles. I dont want to rate the game yet, as it is not complete, but i hope it will be at least an 8/10.. Really helpful for getting started on upgrades for you ship!. Fun, solid strategy. Great for quick plays. Great clean pixel art and sound. Tons of replayability.. Pretty interesting game with trippy music. It's like a super meat boy platformer with a spin.. Sydney's World is an excellent turn-based, story-driven RPG that I highly recommend to everyone, young and old.

This is not your typical RPG Maker game; you need to come into this world understanding that there is an amazing story to be told here, and that this game is much more than a turn-based RPG.

That's not to say there is anything wrong with those kinds of RPGs, (I personally love them), but before you buy this game you need to understand this is more about the story than fights.

The story revolves around a young girl out to save her father from an evil wizard from another world.

The flow of the game is very linear, but the locations you journey too and the people you meet are very unexpected and interesting. There are many twists and turns, and many different locations to explore, and this really held my interest.

You will meet many great characters in your journeys and you will grow fond of them.

A strong and interesting story is certainly a highlight here.

The developer wants you to not worry about equipment such as weapons and items, so you don't really need too, but you certainly can.

It can be dangerous though, and I suggest saving very often and using multiple saves as the game suggests.

You never know what is around the corner.

You will find your typical Elixers and Revive Potions, but there is no buying or selling, or upgrading equipment in this game.

Most towns and castles can not be entered again either, which I found rather unusual.

If you missed anything, that's too bad.

Due to a lack of random battles, you can not grind for experience, though there are a few places where there are a lot of enemies.

This game is not about that.

I found this game to have excellent music and sound effects, and the graphics were bright, colorful, creative, and interesting. There is some very nice artwork here that introduce you to new areas or situations, and there are very well made enemies and bosses.

Sydney and some other characters speak, and other characters don't.

This may be the first RPG Maker game I've played that had spoken dialogue.

However, as with most games where there is spoken dialogue, you may find yourself skipping the voices because you read the text long before the character says it. I found myself doing this eventually.

I personally found the lack of battles and opportunities to power my team up for boss battles dissapointing.

This IS an RPG maker game at heart, and heavily reducing the core part of the game felt strange to me.

However, if your conservative with your items, and experienced in RPGs, you won't have too much trouble.

As I said though, you need to come into this game with different expectations.

I HIGHLY recommend this game, I had a great time and I'm sure you will too.

Disclaimer: I was provided a key by the developer for review purposes. This did NOT influence my review in any way.. A fun little game if you want a different experience and learn about the process that flowers go through. The core concept is very simple, you click on the roots when there is water to collect resources. You click on leaf to collect other resources. You click on node dots to grow the plants roots, new leaves or a new flower. You click the flower to grow it by getting the bees. You fight off insects that will destroy your plants and so on.

Relaxing and fun game. Different experience.. I'm tired of this game receiving so much hate! Is the keyboard control scheme clunky as hell? Yes...but it's really a game designed more for a controller. Controller play scheme works like a dream! Is the plot a little lacking? Yes...but it's more about the gameplay! Most of the characters play somewhat similarly? Yes...but they still have some differences! And they can unlock upgrades, you know!

People complain that it's substandard compared to Trine. Well it's a third less of the price! And it's half the cost of Trine 2! And did I mention 2-4 player shared screen coop? On one computer? That's right; 4 people can all play on one pc on the same steam account. No one else in the group has to buy a copy. That is almost unheard of in this day and age!

The platforming and combat sections are usually underwhelming, but the puzzles are where this game shines. Sure that might hurt the replay value, but for Satan's sake people! It's a \$10 game! Party of Sin is fun for what is. It's got a modest price tag, and is vastly more fun when you aren't playing by yourself.

Most of the complaints against this game can be resolved with 2 actions: buy a controller (or more than one), and get some friends to play with you. Make some friends if you don't have any! Bribe homeless people on the street to come play with you for a few hours if you have to.... Fun audio visualizer...But needs more content. Opening up to the steamworks community might not be a bad idea.

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