ZombieFight VR Download] [PC]

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About This Game

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All Weapon sand items unlock conditions on Early Access Update 4:
Level 1 Survival :
AK47: The first time to complete the level
Bow: Kill 20 zombies
Holographic Weapon Sight: Eliminate the second wave of zombies
Grenade: Eliminate the fourth wave of zombies and a Boss zombie

Level 2 City Garden :
Knife: Kill 20 zombies
Sight: Headshot 20 zombies
Colt Python: Eliminate the second wave of zombies

Level 3 Survival at Night:
Flashlight: the first time to complete the level
Kukri: Headshot 20 zombies
SPAS-12: Eliminate the second wave of zombies

Level 4 CDC:
Second Beretta 92: Headshot 20 zombies
Laser flashlight sight: Eliminate the fourth wave of zombies and a Boss zombie

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This is a real experience, the screen realistic, operating fever-level exciting, slightly terrorist elements VR shooting game.

Cataclysm virus spread rapidly throughout the city, the human survivors in order to protect the remaining resources. The survivors were tenacious to resist the constantly attack from zombies outside the security house.

Zombie will show up in different directions in the same time, after a while the emergence of boss-level zombie will appear, you can choose all kinds of weapons on the console, kill the all zombies before the they destroyed all destruction.
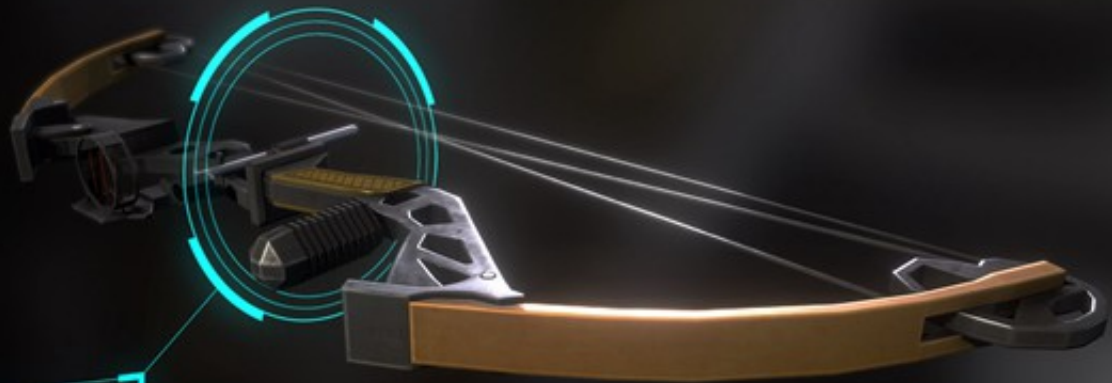
Zombie will make you very exciting when they are face you , but you are a human survivor, to eliminate zombie to save human being. You can pick up the weapons in front of you, of course, you can change the weapons in any time, and some of the weapons attack power is very strong, that means you must have a strong ability to control it, such as bow. All weapons are used to simulate the manipulation of real weapons, such as bullets loaded, replace the magazine, archery and so on. Take shelter protect you when you shooting.
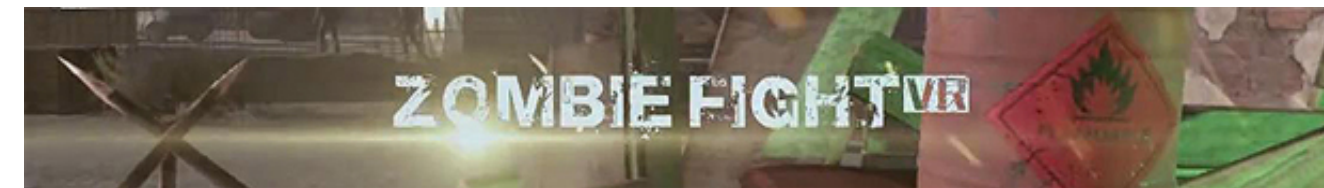
Weapon Library

ZOMBIE FIGHT VR
VR GAME ELYSIUM STUDIO

NEW ADD WEAPON
AK-47

ZOMBIE FIGHT VR
VR GAME ELYSIUM STUDIO

NEW ADD WEAPON
Composite Bow

With the terrorist attacks, play game scenes and storylines which are stick to the position, carrying out to escape, attack ambush, looking for survivors and other games are played, and will join the time war, endless warfare, weapons practice and so on. There will be a variety of the most popular guns, grenade bombs, chemical and biological weapons. To give you the closest experience of the real experience.

Title: ZombieFight VR
Genre: Action, Adventure, RPG
Developer:
Beijing Elysium Interactive Technology Co.,Ltd.
Publisher:
Beijing Elysium Interactive Technology Co.,Ltd.
Release Date: 20 Jan, 2017

 a09c17d780

Minimum:

OS: Windows 7 SP1, Windows 8.1 or later, Windows 10

Processor: CPU: Intel i5-4590, AMD FX 8350 equivalent or better

Memory: 4 GB RAM

Graphics: Nvidia GeForce GTX 970, AMD Radeon R9 290 equivalent or better

DirectX: Version 9.0c

Storage: 2 GB available space

English,Simplified Chinese,Traditional Chinese

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Very good! Great sword-play, they've really pushed hard to prevent waggle-play. Unlike most VR games, I die a lot in this one during combat, and its my own sword-fighting; a proper death ("yeah, I messed that one up"). I was worried about this one due to graphics, I know graphics isn't everything but it really looks like playdo. But they got gameplay, puzzles, etc down pat.. Short, sweet, supported for the potential that companies like this deliver for bigger better experienced going forward. Child like, 6 mins, pretty flowers and lights with a flying thing. For two bottles of coke it worth it.. Changelling game, controls are ok, graphics are very colourful and price is cheap. Also comes with trading cards.

Worth giving it a try.. I bought this thinking that this is the soundtrack.
This is not the soundtrack. It's the MINI Soundtrack.
I don't get why this is here.
This is dumb. Just let me buy the soundtrack via Steam.
Under this DLC, I saw the "Buy D4 Sound Track" DLC.
That is also not the soundtrack. It just links back to the MINI Soundtrack.
You have to buy the D4 Soundtrack through other means.
I don't even know if it is possible to buy the ACTUAL D4 Soundtrack through Steam.. A hugely enjoyable Tower Defense. Graphics and music are more than adequate.

I have played a number of titles of a similar premise - what sets this one apart is the speed of the action. You have a pause button to set up, but then the zombies are quickly at your door. If your setup is substandard, it does not take long to find out and start again (at least in the early stages).

Definitely a keeper.. I wasn't entirely sure what I was expecting going in. There was talk of the game being inspired by *Zelda II*, but sometimes it's just small influences.

The influence is not small in this one. It's very much structurally like *Zelda II*, and a bit of *Kid Icarus* as well. Add in a leveling system, and you've got you a nice game here.

Graphically, I liked the look of a lot of the areas. I wish that it was a little less pixelated, but it all works well in motion. The soundtrack is heavily inspired by Nintendo classics. I couldn't help but catch some of the same beats as the Lost Woods and Hyrule Castle from *A Link to the Past*, Gerudo Valley from *Ocarina of Time*, and the Palaces in *Zelda II*. Truly, the game's inspirations are open.

Fittingly, though, there's quite a bit of puzzle solving as well through inventory items acquired throughout the game. In this way, it takes after *Zelda* games made after *Zelda II*. There's even an item that lets you pull some *Mighty Switch Force*-style shenanigans.

It's not all perfect, of course. If you're going for the "good" alignment, you're going to run into a few bosses that are brutal. I highly recommend not doing what I did and going critical-heavy, but instead at least maxing out wisdom to get the 1/2 MP cost and double-powered spells. The bosses that gave me fits would have dropped quickly in the face of that combination.

It's also not always clear which cliffs you can safely jump off of. There's a spot between the second and third temples that I got stuck. Just realize that even if it doesn't look like you have the item to cross a particular area, you can fall down to the bottom and pick up another needed item.

Another issue is that it saves your progress even after you die. So if you're taking on a really tough boss, and you use a potion and die, it's going to save that. It can be frustrating in the more difficult areas... but again, I think a lot of that is on my build. It's not impossible by any stretch.

Truly, though, if you want to be entertained by a excellent action-RPG that doesn't crib as much from *Metroid* as a lot of other modern indies, this is the one to give a shot. You'll probably get around 25 hours out of it (my total doesn't reflect five hours in offline mode for some reason), and for the price, well, that's hard to beat. Kudos to the dev on this one!. Its not Fortnite, so thumbs up from me.. This game is a very cool survival game and looks very promising game play you can find all the resorses you need to craft items you need will do a Stram first look at this game to show how you can craft items and build stuff once you get a feel for the mechanics and familiarize yourself with the environment, it is fairly straight forward . If you like Survivel games and building would recomend buying this game or even put on your wish list

A MOO2 clone for sure, but a heartfelt MOO2 clone.. A little bit disappointing that the Ferrari Test track does not have a working pit lane! I wanted the ability to use this test track; pit change settings and tires and go back out! I can do this on every track except for this DLC track! Annoying!. the title is true and the game is good. Great little game, loads of fun. Save yourself the hassle of the boring missions by going into Documents\My Games\DemolitionCompany/savegames.xml and giving your save slot 50000k cash and xp so you can get on with blowing stuff up.. DON'T call me Junior!" (C) IJ :)

Ah, nostalgic :) Just finished it. Great game of my childhood about favorite adventure cinema series.

For 2003 it has some nice details. Hat that Indy can loose and pick up using action button, throwable objects, different walking animations depending on water level you are going through. Typical IJ jokes in cutscenes.

Overall I like it very much. Could not finish years ago because of a bug. This version is ok. Got a "serious" bug only once - could not use inventory. Also Alt+Tab crashes the game.

Basically it's Lara Croft from the world of men :)

One serious downside for me: when you die - you have to start the level from the very beginning. Good thing - levels are short. But I think there is a place in hell for those who made 2 levels: The Path of Unseen Peril and The Pillars of the Underworld. I hate when you fail just on the last jump. Such games always need manual saves imho.

Buy it even not on sale - it's very nice and plays great anyway. Just use widescreen fix.. This game is proof that a game does not need high end graphics to be a fun and challenging game. Easy to learn, and challenging to master. The simple graphics gives it a special charm. And for the low price, you get a lot of content! Highly recommend.. I just got this game tonight and I think it deserves a review. I was looking for something a bit different that would pleasantly occupy my mind and Cyadonia just fits the bill. First off the game loads fast and has smooth transition between windowed and fullscreen. The intro is very clear and well done and there are a lot of puzzles. The puzzles are bright and fun, quite challenging and diverse and also pretty addictive, things run in a very fluid way. Cyadonia kind of reminds me of a game I played many years ago on PS1 which was by Net Yaroze called Pushy but saying that this game offers way more. I like the sounds, they're not annoying like in a lot of games that make me mute them. I'm thinking now should I play this while the rest of the family are around and have them hijack it off me as I know they will or should I save it for myself?... Either way I highly recommend this game if you enjoy puzzles.. pretty nice. Worth playing.