
Asteroid Blaster VR Download] [pack]



Download ->->-> <http://bit.ly/2SNzc7k>

About This Game

Please Note: This game requires an HTC Vive Virtual Reality headset to play.

Grab your laser guns and strap on your jet pack. Asteroid Blaster VR lets you jump into virtual reality space and start blowing up rocks and UFOs.

Blast giant asteroids into rubble and power-up your weapons and energy with collectible bonuses as you battle flying saucers in the clouds of rocky debris. Boost your score and firepower with every gem and gadget you catch, but keep an eye on your radar scope while watching your thruster, shield and laser energy!

Bringing back the casual feel of a video arcade classic, a game of Asteroid Blaster VR can deliver a quick "shoot 'em up" break or a marathon competition to beat the latest high score.

Friendly for lefties, you can set your rocket thrust, laser pointer and status screen on the controller arms you prefer, and an in-

game tutorial and help text hints will give everything you need to start blasting your way through over a dozen different scenes.

Fly around, shoot stuff and have fun with Asteroid Blaster VR!

Arcade Mode:

In addition to progressing through different asteroid waves and scenes, Asteroid Blaster VR can also be started in 'Arcade Mode'.

Arcade Mode sets the player in a slow-paced game environment which grows progressively more difficult as time passes. If you want to let your friends jump right in to virtual reality and start blasting without going through a tutorial first, Arcade Mode is for you!

Two paths are available for starting your Asteroid Blaster VR game in Arcade Mode:

Open your Start On Wave screen and select wave "00 - Arcade Mode".

OR

Open your Options screen and toggle the Start in Arcade Mode option on. That will set your main menu Start button to launch your game in Arcade Mode (rather than on Wave 1).

Free Demo Available

Want to give Asteroid Blaster VR a try? You can play through our free demo!

Just click the "Download Demo" button to install on your Vive and start blasting your way through space. The demo game gives you a sample of an earlier game wave and the asteroids and UFOs you'll meet in the full game.

For an example of Arcade Mode and later game waves, check out the gameplay video linked above.

[Available for Arcade Commercial Licensing on SynthesisVR](#)

[Available for Arcade Commercial Licensing on SpringboardVR](#)

Title: Asteroid Blaster VR
Genre: Action, Casual, Indie
Developer:
Senomix Research
Publisher:
Senomix Research
Release Date: 28 Sep, 2016

a09c17d780

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel i5-4590

Memory: 8 GB RAM

Graphics: NVIDIA GeForce GTX 970

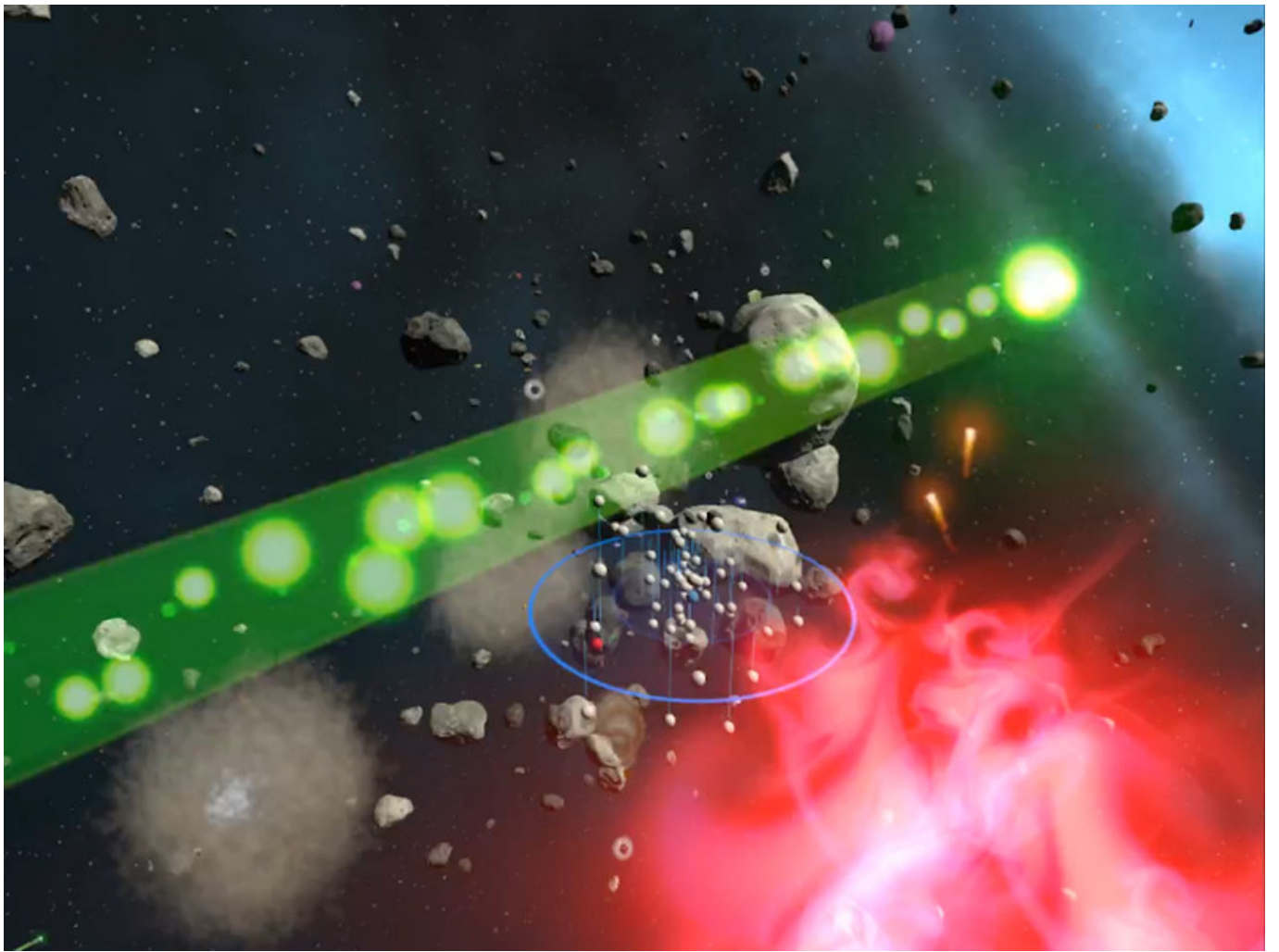
DirectX: Version 11

Storage: 1 GB available space

Sound Card: Direct X Compatible

Additional Notes: This game requires an HTC Vive virtual reality headset to play. If you can run Valve's The Lab with your Vive, you're good to go.

English







asteroid blaster vr

Hard, Classic, Asteroids. Takes you back to time immemorial... The 70's!

<https://www.youtube.com/watch?v=5nvth-kGtQ8>. Fun blaster. Reminds me a lot of the original where flying around took some skills that I sorely lack. Not for anyone that suffers vertigo. You are falling through space!

[I think it should default to wave mode as the arcade \(endless\) mode gets too hectic too quickly. In endless if you could at least clear the map before more crap came at you that would be nice.](#)

[There are sooo many shiny things to collect but all seem just a bit too far away I am always out of thrust. I think you need to coast more and/or the shiny objects should be slightly attracted towards you.](#)

[Also makes me really want the Vive wireless solution as I kicked out the power cable twice!. Attempting to get into the "Options" menu does not work. Is there a fix? This game has been out for 2 years now, and it seems that you've had plenty of time to work out any bugs. I wouldn't recommend this game in its' current form.. Played the demo for a long time and purchased it once it went on sale. You can play waves which end after you destroy a predetermined number of asteroids or an arcade mode with endless asteroids. Using thrusters as your form of locomotion takes getting used to, but it's possible to master. In summary, it is super fun and well worth the retail price.. UPDATED REVIEW\]](#)

[The developer has made some great updates to this game. The tracking HUD \(optional\) is fantastic. I no longer have to keep spinning around to see if something is silently sneaking up to smack me dead in an instant. The HUD seems to borrow from Elite: Dangerous](#)

[Though head look still isn't my favorite way to navigate it definitely feels a little more intuitive.](#)

[The guns are still at the wrong angle \(almost 90 degrees off\), but that's something the dev is aware of and will hopefully correct in an update.](#)

[All in all, the gameplay feels much better and closer to it's coin-op ancestor! I now feel comfortable recommending this early access game and look forward to continued updates.](#)

[\[OLD REVIEW\]](#)

[That exalated quickly! I made it to wave 2 before eating a space rock.](#)

[It's a challenging game, but I think that's partly because it's not optimized as well as it could be. First, you're holding the guns at a really weird angle. Second, head look for navigation is a bad choice. Third, game need a HUD system to show you nearby asteroids or at least a noise coming from the asteroids so you're not getting smacked in the back of the head by a silent attacker without warning.](#)

[I love the concept and would play this constantly if it was better optimized. I can't recommend this game in its current state. Hopefully the developer will make some improvements.. Attempting to get into the "Options" menu does not work. Is there a fix? This game has been out for 2 years now, and it seems that you've had plenty of time to work out any bugs. I wouldn't recommend this game in its' current form.. This game is wildly additive and fun! Talk about taking a classic, and modernizing it with VR, soooo much fun.](#)

[HMD Samsung Odyssey - Windows Mixed Reality Headset](#)

[EVGA GeForce GTX 1080 Ti FTW3 GAMING, 11G-P4-6696-KR, 11GB GDDR5X, iCX Technology](#)

[Intel Core i7-8700K Coffee Lake 6-Core 3.7 GHz \(4.7 GHz Turbo\) LGA 1151](#)

[ASRock Z370 Taichi LGA 1151 \(300 Series\) Intel Z370 HDMI SATA 6Gb/s USB 3.1 ATX Intel Motherboard](#)

[G.SKILL Ripjaws V Series 16GB \(2 x 8GB\) 288-Pin DDR4 SDRAM DDR4 2666 \(PC4 21300\)](#)

[SAMSUNG 850 EVO 2.5" 500GB SATA III 3D NAND Internal Solid State Drive](#)

[SAMSUNG 860 EVO Series 2.5" 1TB SATA III V-NAND 3-bit MLC Internal Solid State Drive \(SSD\)](#)

[CORSAIR HXi Series HX1000i 1000W 80 PLUS PLATINUM Haswell Ready](#)

[Noctua NH-D15 SSO2 D-Type Premium CPU Cooler](#)

[Windows 10 - 64-bit](#)

Odd that such a basic VR games is one of the most immersive, fun and beautiful VR games to date.

Smooth, rich graphics, super-responsive interface and just plain fun - Kudos Devs!. This games work fine oculus rift very fun game to play and very addicting. [UPDATED REVIEW]

The developer has made some great updates to this game. The tracking HUD (optional) is fantastic. I no longer have to keep spinning around to see if something is silently sneaking up to smack me dead in an instant. The HUD seems to borrow from Elite: Dangerous

Though head look still isn't my favorite way to navigate it definitely feels a little more intuitive.

The guns are still at the wrong angle (almost 90 degrees off), but that's something the dev is aware of and will hopefully correct in an update.

All in all, the gameplay feels much better and closer to it's coin-op ancestor! I now feel comfortable recommending this early access game and look forward to continued updates.

[OLD REVIEW]

That escalated quickly! I made it to wave 2 before eating a space rock.

It's a challenging game, but I think that's partly because it's not optimized as well as it could be. First, you're holding the guns at a really weird angle. Second, head look for navigation is a bad choice. Third, game need a HUD system to show you nearby asteroids or at least a noise coming from the asteroids so you're not getting smacked in the back of the head by a silent attacker without warning.

I love the concept and would play this constantly if it was better optimized. I can't recommend this game in its current state.

Hopefully the developer will make some improvements.. Has a nice addicting quality.

Should be priced a little lower IMHO as its really pretty simplistic.

Fun regardless.. Fun blaster. Reminds me a lot of the original where flying around took some skills that I sorely lack. Not for anyone that suffers vertigo. You are falling through space!

I think it should default to wave mode as the arcade (endless) mode gets too hectic too quickly. In endless if you could at least clear the map before more crap came at you that would be nice.

There are sooo many shiny things to collect but all seem just a bit too far away I am always out of thrust. I think you need to coast more and/or the shiny objects should be slightly attracted towards you.

Also makes me really want the Vive wireless solution as I kicked out the power cable twice!

[Virality crack code activation](#)

[Furries Scalies Bundle OH MY! Free Download crack with full game](#)

[Panco's Journey Download\] \[Crack Serial Key](#)

[The Initiate Game Collection activation keygen](#)

[RPG Maker VX Ace - G3: Travel Music Free Download \[Xforce keygen\]](#)

[White Day - Christmas Costume - So-Young Han crack activation code download](#)

[Forsaken Fortress Strategy \[PC\]](#)

[Bundle Destiny download nosteam](#)

[Super Flipside download low pc](#)

[Intelligence: Dogs - OST crack download for windows 10](#)