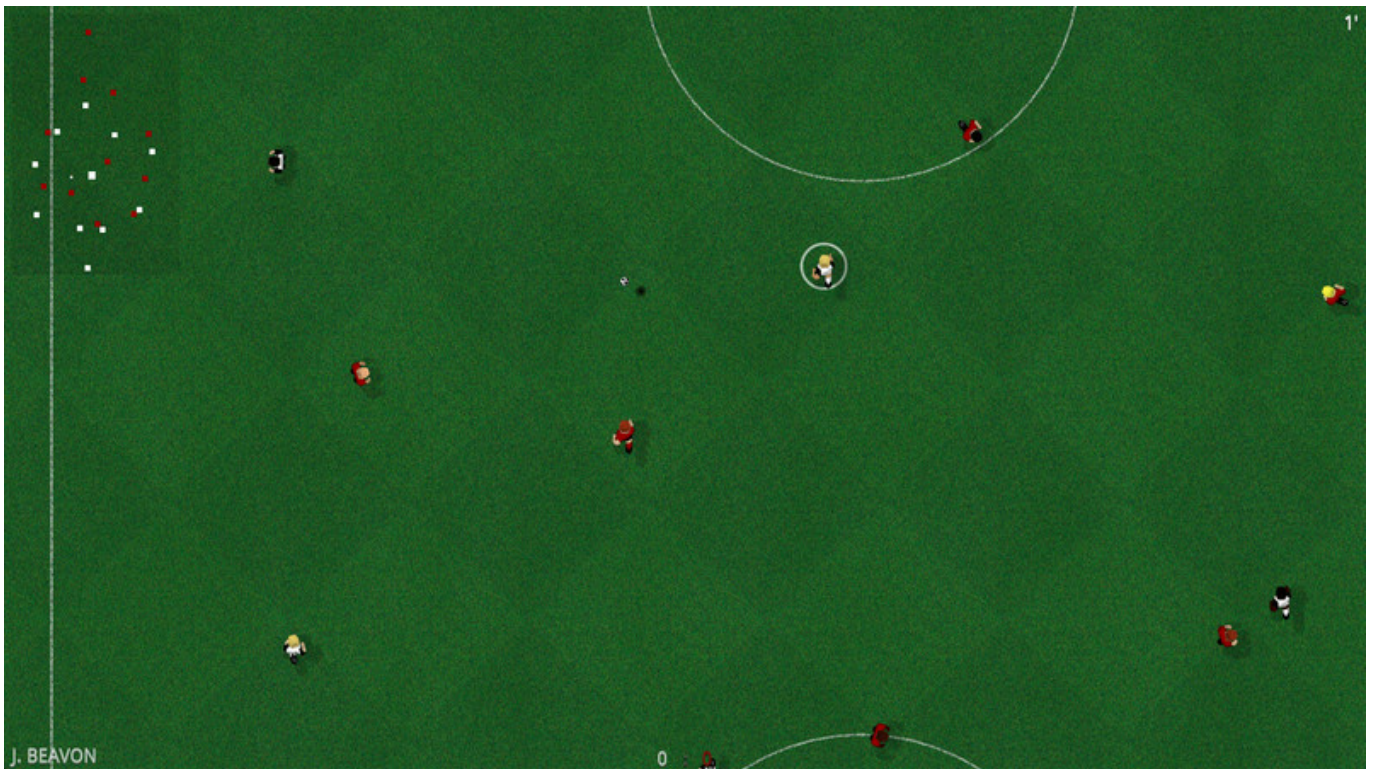

Bomb U! Ativador Download



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About This Game

"I think that PvP games are really fun in VR and I really like the overall design and the simplistic mechanics that this game brings. "

——vrgamesfor.com

“ If you've been looking for a charming multiplayer game that tests your reflexes, dexterity and aim, then Bomb U! is well worth its diminutive price tag....It scores high marks for originality and gameplay."

——techradar.com

Bomb U! is a VR PvP action game.

You have to look and walk around as in reality to pick up items, use them to destroy enemy's ground and win the game.

We got bombs, hammers and pistols in the game. More items and modes adding!

2016/09/19

Single Mode Available Now!

3 Different levels, 1 is abnormal.

Title: Bomb U!
Genre: Action, Casual, Indie, Sports
Developer:
MNGOVR
Publisher:
PITAYA NETWORK LIMITED
Release Date: 17 Sep, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7,8,10

Processor: Intel I5

Memory: 8 GB RAM

Graphics: GTX 970

DirectX: Version 11

Network: Broadband Internet connection

Storage: 320 MB available space

English







HIGHLY RECOMMEND Rating 9V10 (Adult Content, Epic Story, Great Battle Mechanics)

This is another excellent RPG Maker game that I recommend, except that this game has unique adult content. This game also have a very interesting and epic storyline and great battle mechanics which I will explain below.

1. Adult Content

The steam version of this game is the "sanitized" version, where the naughty bits are all censored. However, you can download a patch that will remove the censorship so you can watch the game in its intended form. So, the user can decide to have either the censored or the uncensored version of the game. The story is also interspersed with explicit description of erotic scenes.

2. Epic Storyline

This game actually has an excellent and epic storyline and not does not just focus on petty banality. The content deals with racial inequalities (creatures with wings dominate those without wings), social injustices, political intrigues (different factions trying to hurt each other) and lots of betrayal and falsehood.

The protagonist in this game is actually a poor single mom trying to make ends meet. She is a academic historian doing research on ancient ruins as a full time job. She also has a side job as a "lady of the night" trying to make money to support her daughter. So, as expected, money is very hard to get in this game. Grinding give you limited money because only humanoid enemies drop them, and the other monsters only give you XP. You have to be very selective in what you buy in this game.

3. Great Game Mechanics.

This game has a very interesting game mechanics. As you level up, your maximum Skill Points will increase. You are free to select various skills for each character, as long as the total number of skill points are less than your maximum skill point for that level. Now, you learn skills mainly from equipping and using gears (armors and weapons) for some duration of time. Since money is hard to come by, you are free to circulate the same piece of armor to different team members so that they can learn the skills from that piece of armor. For example "Armor of Shadow" will give you the ability to Counterstrike with Critical Hits. Some gears will also give you passive abilities like HP (level 1-5), MP, Strength, etc. So, in this game, you are free to strategize and decide on what skills to pick, based on a very limited amount of skill points.

I enjoyed this game very much, and had a great time with both the eroticism, the great storyline and the battle mechanics.. Microcosm is a vr voxel tool, and for early access it seems like a great start. It lacks a few key features, such as undo, but I'd expect the dev is aware and will want to put that in before the full release.. It does not work.. Almost as if the Gradius creators had made a tribute to their own game and decided to make it better in some ways, as the power up collection system adds a whole new dimension to the gameplay. Perfect music on top of Perfect everything, now with selectable difficulty so anyone can enjoy.. A bit bare at the moment, but that's to be expected. If you love to play with fireworks then this is a great game to play around with. They're definitely on the right track to making an awesome Sandbox game, can't wait to see what they add in the future!

Would this game ever be released on another system.... perhaps Nintendo Switch?. A decent arcade-style twin-stick shooter with some light RPG elements, namely being able to choose your power-ups/support items before each stage and map exploration/clearing making up the game's story mode. There is also an arcade mode with 6 stages to unlock.

Simple but solid gameplay although the robot voice that guides you through the game gets annoying quickly. If you don't have a twin-analog stick controller get one before playing or the game likely will be unplayable.

A fine game for what it is/was although I would wait for a sale-I got it for \$2.50 and at that price it's more than worth it. At full price (\$10) it's not bad but so far it's a \$7-8 game as the main story can probably be beaten in 5-10 hours if that much.. I understand it is still in early access, I am just moaning... sorry for long words.

=====

I bought this game because it looks really similar with Slay the Spire. The route(map) to boss, camp fire to rest, starter deck (strike and defend), select a card of out 3 after battle...

I have played both game during the very beginning of early access, so I might use the some standard to review this game.

There are something new stuff compared to StS (in early access):

->race of monster, some cards deal more damage to specific monster but less to others

->combo system (use cards by order; e.g. Defend+Strike = success -> draw 1 card; Strike+Defend = fail - discard 1 card)

->upgrade cards by keep using it (use specific times of the same card to upgrade it; e.g. use 15 times Strike, which is counted separately for any individual 'Strike' in your deck] to automatically upgrade to Strike+, or other name I forgot)

->equipment system for character

->3D model

But there are few things are quite frustrating.

->'Downgrade', 'Strike', 'Thunderbolt', 'Defend'. These cards are almost all cards you can get in first few levels of your character, you can get more cards after you upgrade tho. For me levelling needs quite lots of time and not satisfying

->frustrating combo system (e.g. 'defend+' + strike = nothing happen?)

->upgrading card is kind of a penalty. For example, Strike and Defend are 1 cost, they only deal 6 damage and provide 6 armor. But how damn it forces you to discard one card to use it after it is upgraded. (1cost 8 dmg/var btw)

->unbalance monster, it's just too strong, especially the fire special attack can deal damage to me directly (and it can be\u2665\u2665\u2665\u2665\u2665\u2665stack). Sometimes they can stack the armor but sometime they cannot. Sigh, maybe I am just too weak :(

->No character/job can be chosen

->To craft an equipment, you need to get the materials; to get a material, you need to beat the boss. I don't know what is the effect of those equipment, but would be grindy af

->In the camp fire, you can rest or remove a card from deck or, of course, a god damn GACHA machine to randomly have a chance to increase maximum health, get new cards or other bs

->Not user-friendly indicators of enemy actions. A 'Skull' indicator implies to all special attack; no indicator of building armor

For now, this game with this price, I will buy a new copy of Slay the Spire on my NS.. Wolfenstein The New Order is a masterpiece of a game. I cannot think of another title that so effortlessly blends satisfying shooting mechanics, with a story focusing on such complex, varied characters. I find it hard to think of anybody who can play this game and not find some kind of emotion come over them, whether it be from the funny, the sad, or the badass all contained within.

10V1]. Well they certainly got the name right, because im pretty sure this is the game everyone is playin in hell.. Strongly recommend if you like horror and slice of life. The playable characters are all in their mid twenties to early thirties, and most of them were extremely relatable to me, as I'm also in that age range. The game hits all the right notes when it needs to- scary, emotional, relaxing, funny. The writing and delivery are amazing.

I got a lot of replayability out of this game, as it tells you how many endings you got and how many you have yet to unlock. I played through it many times just to see what would happen, and to explore which decisions trigger what reactions. The skipping feature makes this very convenient so that you don't have to read the same text again.

The only con I can think of is that at times the game is rough around the edges- at the final chapter, in particular, a few lines are missing voice overs, and there are a few minor grammar mistakes. Rarely, the facial expressions of the character sprites don't quite match the emotion of the voice-over or the text. Given the scope of the writing in the game and the overall quality, I'm inclined to forgive these mistakes.. Out of all the VR games out there this is one of my favorites, the snapping can be a pain

sometimes to get used too but once you do, it really is amazing. Ive spent many hours relaxing and pouting tons of detail into layouts, so much so i normally lag the game into reprojection.

Unlike other VR games with not much real application, or another wave shooter, this one really sucks anyone in.

If you are like me go and buy this game right now, and you will get the full value out of this game.. Carenado's Cessna 172N Skyhawk II is a great first-payware plane. When the 172N was being produced, customers were able to customize the 172N's panel however they liked it. Whether basic 6-pack gauges for basic VFR flying, or full blown IFR set with full radio and autopilot. However, Carenado decided to make this a VFR plane. Right off the bat, I will warn you that there is no autopilot, and it has basic navigation instruments and a basic radio. This is basically one of the perfect hands-on VFR airplane. But considering how damn stable the airplane is, with the right amount of trim, she'll fly just fine without control inputs and without autopilot either. I haven't flown IFR yet (IRL and in FSX), so I don't know if this plane is IFR suitable, but it might just be able to perform IFR flight, considering it has nav frequencies and a VOR/OBS instrument.

Pros:

- Beautiful model and textures
- Very stable and forgiving
- Wonderful for VFR flying, especially cross-country
- Some features in the cockpit are movable/clickable such as the windows, sun shades, passenger seat, baggage door, etc.
- Excellent sounds
- Easy to fly
- Goes great with accu-feel
- Wheel pants are added, and you can choose a texture that doesn't have them
- Haven't found any bugs with the plane yet

Cons:

- Basic gauges and radio stack
- No autopilot
- Can't swap radio frequencies
- No heading bug on heading indicator (this drove me insane a first)
- Panel night light is too bright
- Flies almost too stable, and has a flying-on-rails feel to it sometimes (accu-feel can kinda fix this)
- If you put the plane in a intentional spin, it will spin out of control and basically goes crazy if you hold it into a spin too long.

Overall this is a great first-payware plane and I highly recommend it if you are the type that loves VFR hand-flying and cross-country trips. This is also great for basic training.

I give this 172N a 9/10

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