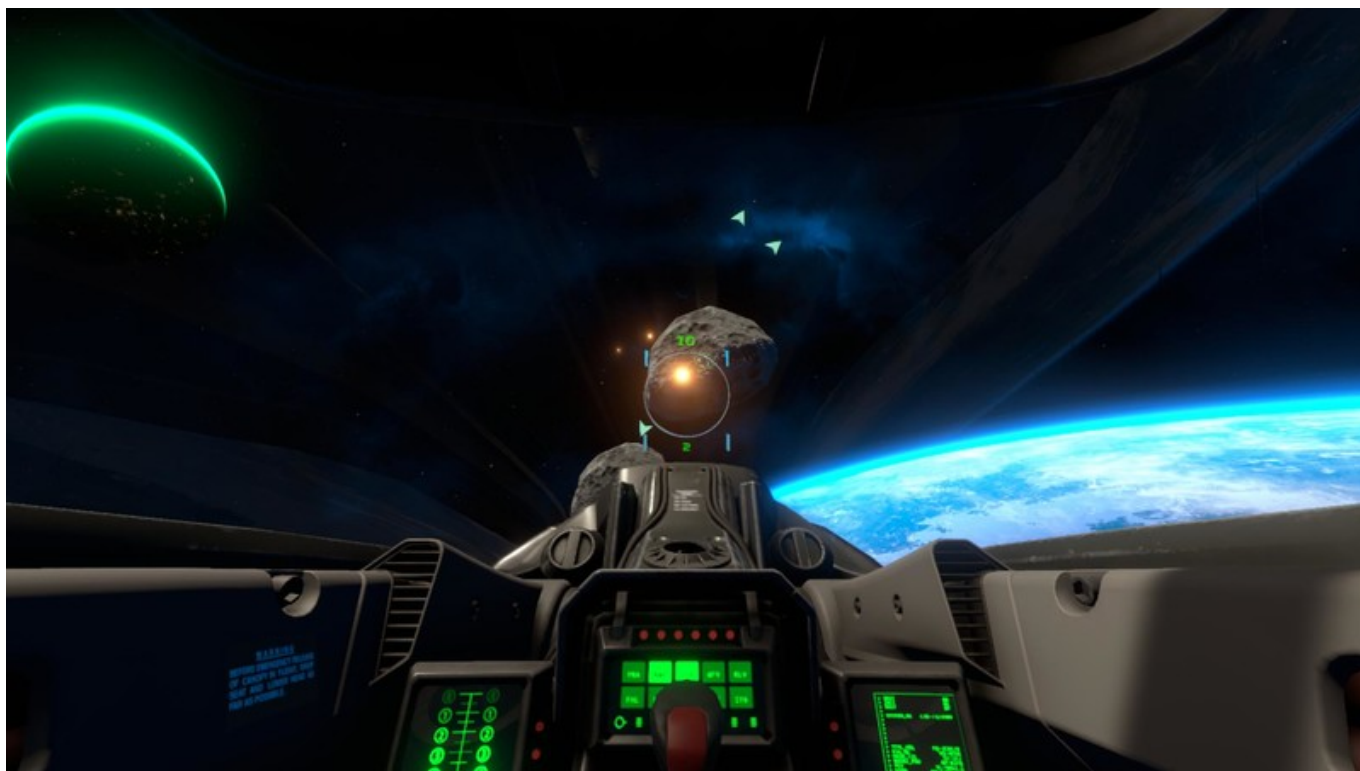

AstroBlast VR Download Bittorrent



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About This Game

Please Note: This game requires a Virtual Reality headset to play.

Play the timeless classic in a 21st century finish. AstroBlast VR brings the feel of arcades back, only this time compete against players from all around the world.

Float through space and destroy the asteroids before they crash into you in a beautiful interpretation of a classic arcade game. The gameplay is seated and the ship is controlled with a virtual joystick with your VR controllers. Just kick back, listen to the beautiful soundtracks, relax and shoot some asteroids and alien spaceships.

Title: AstroBlast VR
Genre: Casual, Indie
Developer:
Lucid Pixel
Publisher:
Lucid Pixel
Release Date: 12 Dec, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: windows 7

Processor: intel i5-4590 or better

Memory: 8 GB RAM

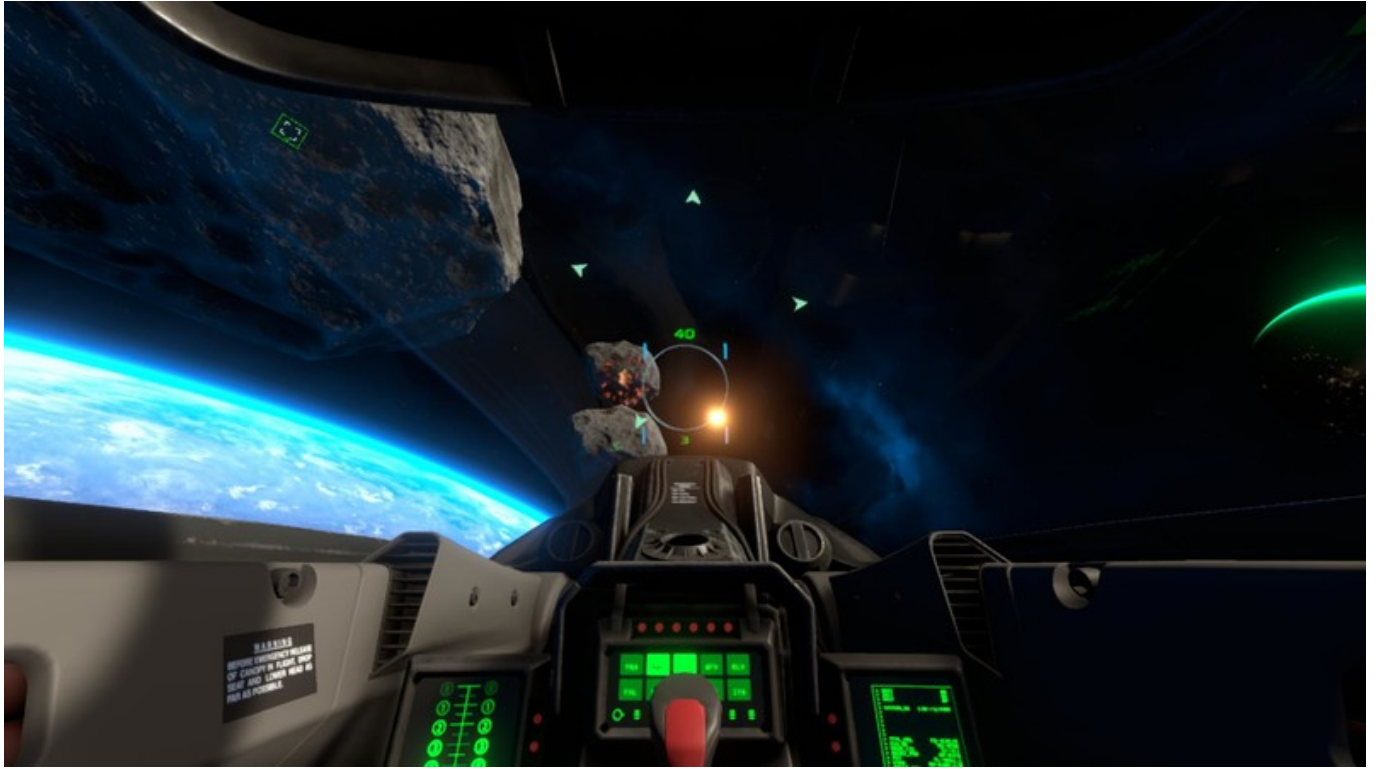
Graphics: NVIDIA GeForce GTX 1050

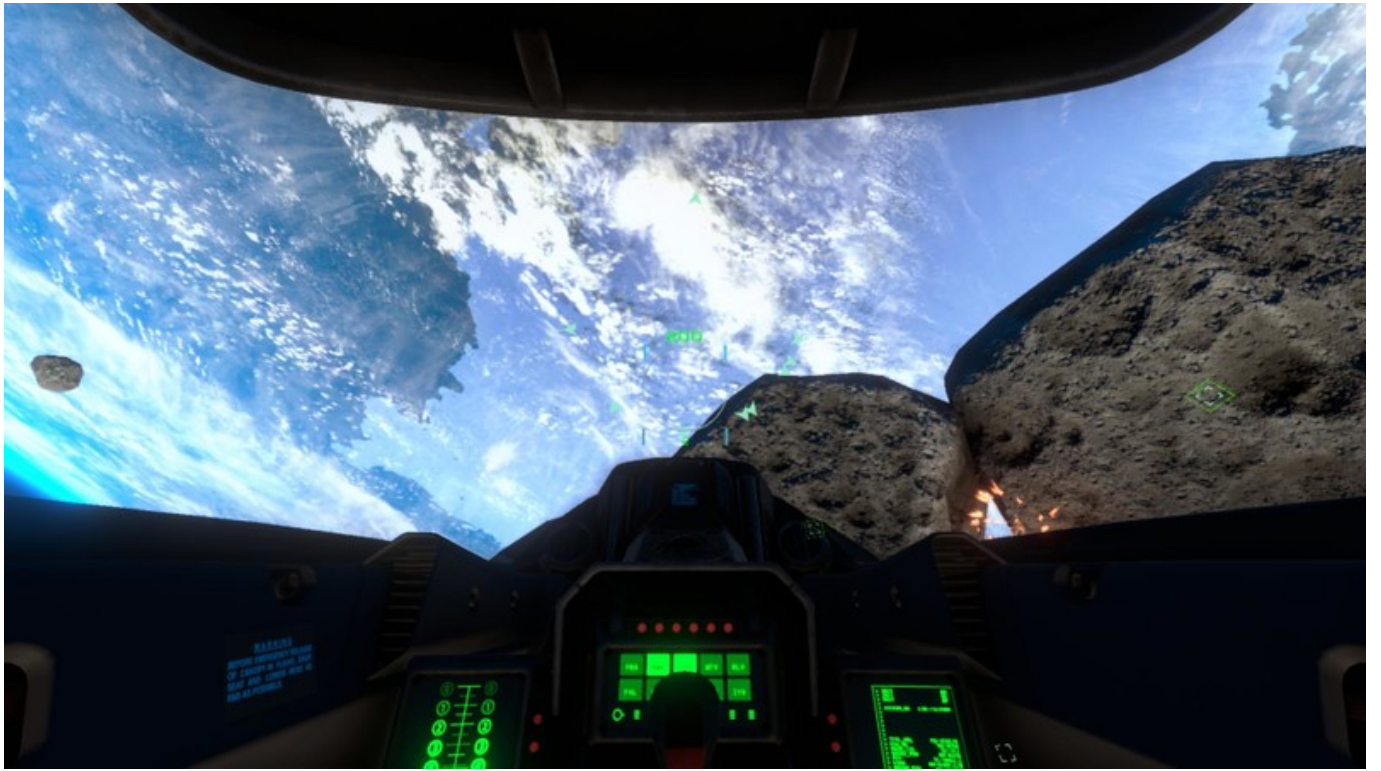
DirectX: Version 11

Storage: 400 MB available space

English







Wow this was better than I was expecting. Think spaceship with VTOL style single joystick (no thrust controls, just the joystick, so not sure if speed can be controlled. It's a 6dof type vtol steering system where you can shoot asteroids and enemy attackers. It seems to have gone on forever so I quit because I wasn't confident I'd be going to another level and was perhaps just a high score style game? Have to check back later. Enemies and asteroids spawn in an out of the world seemingly randomly. Way fun for the price and would be great for someones first time VR space experience with motion controllers. Absolutely recommend.. MIND BLOWING HOLY

its needs thrusters and shields but got alot potencial .

have to try this feels like in a space ship. to bad there was graphical glitches on spoiling my fun.. A VR Version of the Classic Arcade Game 'Asteroids'

Pros

- \$2 for this game is well worth it. It is very much like a \$0.25 arcade machine, that is currently best enjoyed in, say, 15-20 minutes spurts. Of course you can play as long as you like, but if you're looking for a epic space saga, you might want to try something else.
- The reflections off of the cockpits from the surrounding space is fantastic, and aids to the sense of motion.
- The pitch and yaw controls have a realistic feel to them (e.g., you can't turn and stop on a dime), and forces you to kind of predict your shots. Firing with 'your hands in the air like you just don't care' will likely leave you more frustrated.
- Having an asteroid pass right by your ship, and trying to keep track of it is very immersive.
- There is something cool when you have the boss ship (?) heading towards you, and after lining up the shot , you take it down.
- You have to grip the joystick in order to move your ship. Nice touch of realism, but after 25 minutes of playing, my wimpy arm started to tire, and was not sure if I could take my raised arm and place it on my chari's arm rest, and still maintain control.

Cons

- Could use a 'reset view' option. I'm sitting in a rotating chair with wheels; on occassion I would shift in my chair, and then I would be a little off center while in the cockpit.
- While the controls are relatively straightfoward, a brief explanation of what they are would not hurt either.
- It seems you are stuck in one place, and rotating 360 degrees in all axes. This works well from a gun turret perspective, but in thinking this was like Asteroids, I half expected some form of thrust control. Not a bad thing, just not what I was expecting.
- I was expecting all asteroids to be coming form space, and heading towrds earth. Sometimes, when looking at earth, it looks like some asteroids are being shot towards me from earth's surface. Maybe the smaller asteroids are caught in earth's orbit, and are circling? (if so, being able to hunt them down would be cool).
- Some asteroids, when hit, have a very 2-D feel to them, and feel kind of 'meh' when you hit them (this is in comaprison to the great 3-D effect of an asteroids passing by your ship).
- If an asteroid gets past you and heads towards earth, there seems to be no consequence. I guess if this game had a 'Missile Command' aspect to it, I might have an issue with it. While having the earth as a constant background adds to the feeling of movement and tracking, it does feel weird that the earth is impervious to asteroid strikes.
- How does global scoring works? The number 1 person (the developer, I presume) had a score of 1800. After my 2nd try, I got a score of almost 4,000, but the global leader board had my original score of 810.

Overall, I am pleased with the purchase, despite my complaining above. I had fun with it.. For less than ¤ this is a great, re-imagined version of the old Asteroids game, which I used to play for hours in a social club almost 40 years ago.

The graphics of meteorites and cockpit are very good, and everything runs smoothly. My only criticism so far is the control method. Instead of holding a real world controller, you take a 'virtual' hold of the in-cockpit joystick. It works ok, but I find it is very difficult to move swiftly enough or aim with enough precision, which quickly makes the game a bit frustrating. It might be the way I am using the controls, but I could see myself playing this game a lot if only the ocontrol was more 'direct' feeling, if that makes sense.

A really good value, good looking VR arcade game, I hope those controls might get tweaked in future, then I would see myself playing this a lot.

As it stands, I give it a thumbs up for the graphics and price, & the nostalgia, but I admit I will struggle to enjoy it much with the current feel of the control.

. ASTEROIDS meets VR!

You are inside of your one man spaceship as you target asteroids and enemy spacecraft. Your spaceship is very well modeled and detailed with a center mounted joystick that you use to control it and fire the weapons. This is a pretty fun game and well worth adding to your library!

This developer genuinely cares about putting out a solid game. As is, it's certainly worth the asking price, so I recommend it on that alone, but this title has massive potential and I see the price point going up in the future so get it now!. Fun game. Not as good as Beat Saber, but you can play to your own music. That makes it cool.

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