
God Of Arrows VR Download 5kapks



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About This Game

God of Arrows is a Virtual Reality tower defense game where you take the role of an archer defending a castle against the forces of evil with some help from the gods. Play solo to fight through endless waves of monsters and compete in an online leaderboard to showcase your skills as the best defender.

The game is currently only available for the HTC: VIVE. And will be released as an early access game with tons of features still in development. In God of Arrows VR, you take on the role of an archer defending from atop a tower as you fight through incoming waves of skeletons and demons trying to breach your gate. You start with using only the basic arrows available to you and eventually get assisted by the gods with elemental empowered arrows (Fire / Ice / Thunder / Arcane). Each of those arrows have particular abilities that will help you take down even the strongest of foes.

FEATURES:

- Action fast paced VR Bow and Arrows targeting: Immerse yourself as an arcane archer!
 - 8 Different enemies with unique mechanics.
 - Enemy path variation to avoid repetitive behavior.
- Teleport to different towers to get a new vantage point over the battlefield!
 - 4 Unique elemental arrows to overcome your enemies!
- A fully integrated Steam leaderboard to compete with your friends over who is the best defender!
 - Environmental destructibles to occupy yourself between the waves.
- Be in constant movement to aim at your targets and avoid incoming threats!
 - Oculus Rift with Oculus Touch support.

IN-DEVELOPMENT:

- Flying monsters!
- 2 New enemy types.
- Wandering critters and targets for bonus points.
- Environmental mini-games to test your skills to the maximum.
- Different maps.
- Multi-Level maps where you defend different sections as one falls.
- A progression system where you unlock new powers.
- Multiplayer

We are a small indie studio composed of industry veterans who want to bring awesome VR experiences to our users and would welcome any feedback to improve the gaming experience of the game.

Title: God Of Arrows VR
Genre: Action, Casual, Indie, Simulation, Early Access
Developer:
Reactor Entertainment
Publisher:
Reactor Entertainment
Release Date: 2 Nov, 2016

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English







god of arrows vr

God of Arrows is a tower defense bow shooter where you're defending your castle from an undead army. Truthfully, every person that owns a Vive has clocked a fair few hours on the Lab's archery minigame (or should have). If you enjoyed that, this feels like a great upgrade. Instead of little silhouettes you are being overrun by a skeletal horde who have many different variations - some are just runners, some are real fast, some have helmets and shields, and once you get through a few levels the big guys come out. Flying monsters in development apparently, which will add a whole new challenge, along with a few new enemy types says the blurb. The game is great fun and the mechanics are familiar to anyone who has used the excellent Lab archery system, or has ever picked up a bow and arrow. The graphics are cartoony but well done and are perfect for the game. The enemies come on random varying paths, which means they sometimes veer away from your arrow after you've let fly, but that feels like a good variation (rather than just plunking arrows endlessly into enemies you know their exact path). Another cool aspect is that you get two towers to shoot from: enemies massing on your left flank? just switch over to that tower and show them what for. Finally, the four different arrow options are a good addition: when a giant skeleton is about to throw a goblin at you, it's hugely satisfying to bullseye him with an arcane arrow and go back to taking down the other varied critters.. It has potential. I'm a massive fan of The Lab arrow game but this feels sluggish in comparison. It doesn't quite have that same speedy "punch" that The Lab offers, with arrows gliding annoyingly (for me) slowly towards targets. Another issue is the bow, which is either bugged or is designed in a weird way so that it rotates with the arrow (opposite hand) rather than the bow controller. This feels really weird to me as the bow is at one angle while my hand is at another. It removes from the immersion.

Overall, for the price it's not really bad but it's not on par with The Lab - yet.. Great game, had a lot of fun playing it. There are some archery games for the vive, and I really like the style of this one over the others.

The characters are interesting and varied (mages, goblin throwing big beasts, etc).

I also enjoyed the powerup arrows. Freezing all the bad guys was really fun and saved me a few times.

Definitely a game worth getting.. God of Arrows is a tower defense bow shooter where you're defending your castle from an undead army. Truthfully, every person that owns a Vive has clocked a fair few hours on the Lab's archery minigame (or should have). If you enjoyed that, this feels like a great upgrade. Instead of little silhouettes you are being overrun by a skeletal horde who have many different variations - some are just runners, some are real fast, some have helmets and shields, and once you get through a few levels the big guys come out. Flying monsters in development apparently, which will add a whole new challenge, along with a few new enemy types says the blurb. The game is great fun and the mechanics are familiar to anyone who has used the excellent Lab archery system, or has ever picked up a bow and arrow. The graphics are cartoony but well done and are perfect for the game. The enemies come on random varying paths, which means they sometimes veer away from your arrow after you've let fly, but that feels like a good variation (rather than just plunking arrows endlessly into enemies you know their exact path). Another cool aspect is that you get two towers to shoot from: enemies massing on your left flank? just switch over to that tower and show them what for. Finally, the four different arrow options are a good addition: when a giant skeleton is about to throw a goblin at you, it's hugely satisfying to bullseye him with an arcane arrow and go back to taking down the other varied critters.. Different from most other bow games I have played. The magical arrows are fun to use. Very rewarding. Difficulty is about right and it's pretty challenging. I like the detailed level design as well.

<https://www.youtube.com/watch?v=bbl6mG-NDbg>. Great game. had a lot of fun playing it. There are some archery games for the vive, and I really like the style of this one over the others.

[The characters are interesting and varied \(mages, goblin throwing big beasts, etc\).](#)

[I also enjoyed the powerup arrows. Freezing all the bad guys was really fun and saved me a few times.](#)

[Definitely a game worth getting.. Fun game! Controls feels just as good as the archery game from The LAB. Definitely has potential to be even better. Would love to see more maps more level and maybe even multiplayer?! Still great none the less definitely recommend it.](#)

I like valve's the lab a lot, so I thought this would be better, but I don't really like it.

The visuals are nice, but I'm not really fond of the sound, which makes the game dull for me.

Like another user said, the arrows fly slow, really really slow.

The game lacks that extra punch.. wow great game with alot of replay value and global boards. I like valve's the lab a lot, so I thought this would be better, but I don't really like it.

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<https://www.youtube.com/watch?v=bbl6mG-NDbg>. This is really fun. Of course it is like the game in Valve's Lab. And astonishingly the devs ommitted a few interesting things like exploding barrels and hot oil. Nobody knows why. Maybe copyright issues :-D

[Still it is a nice one. although the controls are slightly worse than in Valve's game. But for whatever reason I liked this game more. I think it is because the setting. It feels right to be there on the castles's wall in the night when the monsters show up.](#)

[My daughter \(8\) likes it as well. She does not care much about aminig but she is quick when shooting, so she does a fairly good job and wants to play whenever possible.](#)

[So we have a lot of fun with the game and it is worth the money. If you decide to give it a try, do not give up after five minutes just because bow and arrow feel unnatural. You will get used to it ant then it really is ok.](#)

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