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About This Game

Zen Space Flight is a unique down-tempo Flight VR experience.

Fly through the space while enjoying beautiful visualizations accompanied by an ambient soundtrack. Immerse yourself as you hear and see the environment evolve around you. Personalize your experience by selecting music from the library on your computer or select your favorite from YouTube.

Furthermore, you can select from 3 different environments to best suit your mood or turn off the visualizations and play your favorite video from YouTube.

This VR experience is never-ending!

Title: Zen Space Flight - VR Showcase
Genre: Action, Adventure, Casual, Indie
Developer:
Amazing VR
Publisher:
Amazing VR
Release Date: 5 Jul, 2018

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Minimum:

OS: Windows 7

Processor: Intel Core i5 4590 or AMD FX 8350

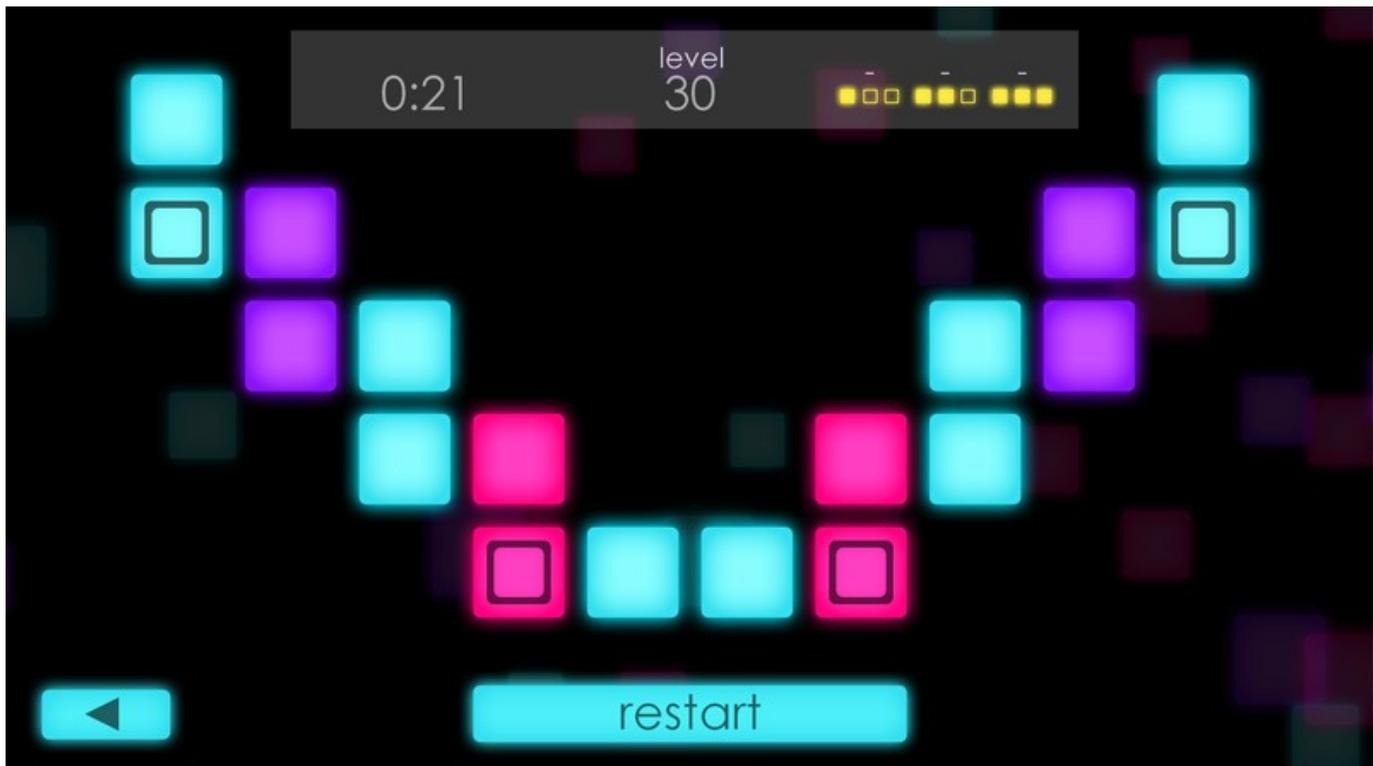
Memory: 4 GB RAM

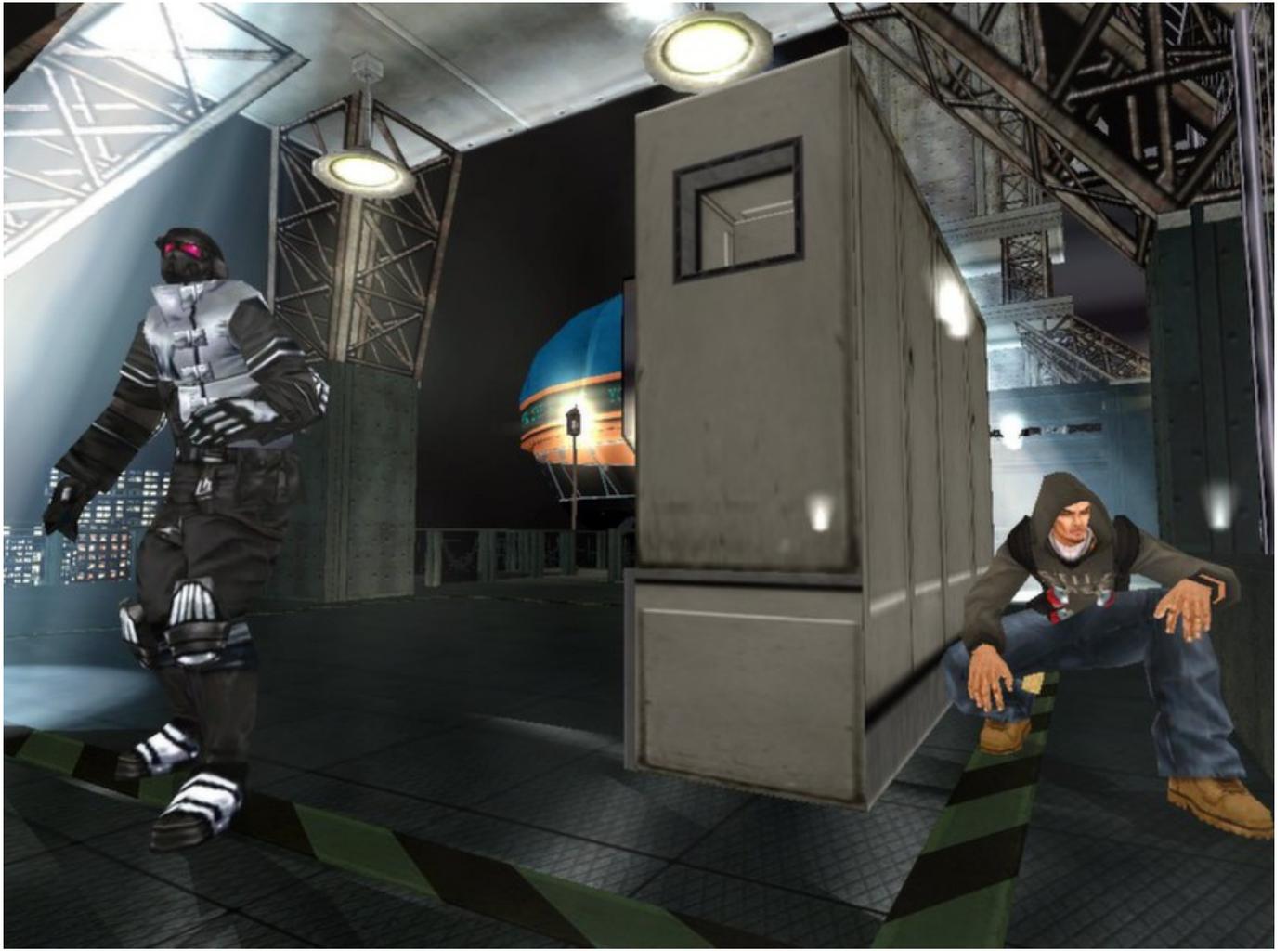
Graphics: GeForce GTX 970 or AMD Radeon R9 290

DirectX: Version 10

Storage: 400 MB available space

English







As others have said, the game is promising but fails to deliver in several areas. It severely needs a UX pass and fails to properly utilize VR in the way you interact with the world. It's a fairly basic puzzle game that has been done better in other games such as Trainyard on iOS. If the developer redoes the interactions ingame I could see this being a neat game, but right now it's just not really there.. not my liking. Thats a big stinky. This game should've got the "animated" treatment

In Werewolves: Haven Rising, you're a werewolf that is thrown into a strife story going on between humans and werewolves. Essentially, throughout the story, you must come to terms with leadership, morality, trust, and if you choose, love. This is a very basic description but seeing as how this is a text based game, I have to be vague in order to prevent accidental spoilers.

This is a choose your own adventure book with several choices and plot points being altered based on your stats. The stat screen displays several bits of information ranging from name to personal affinity towards certain characters. I love these types stories because it can boast quite a bit of replay value. It's also important to note that I really liked this story. I don't want to oversell it but i played two immediate games back-to-back, not just because of story enjoyment but to see if there was a legitimate change when different choices were made. Any game that causes me to develop feelings or bonds with its characters and world is a win for me. I'll definitely keep a close eye on this company....but don't expect me to give you \$500 for all of your produced content...HA HA HA HA...no.

The only real negative is the lack of anything "flashy". This a book. Period. No music, no marshmallows, no kidding. This doesn't bother me but it may bother some.

Is it worth \$6 (I paid \$4)? Yeah, totally. Unless you don't like the choose your adventure style or if you don't like reading books on Steam, which is perfectly fine, then add this game to your library, fight the good fight and join the revolution!. I can not access this soundtrack? I've paid for it but I can't find it on my PC at all. for some rezon wen i log in to Aftermath it akts like it has no survers for pve an pvp at all so i cant evin play the game ples fex thes. Unique puzzle game about getting everything to synchronize. Challenge yourself to getting a perfect rating on every puzzle in the game and be humbled by this surprisingly brutal task.

Never really seems to work correctly. When using music you're familiar with, the beats never seem to be in the place you think they should.

Otherwise, yet another score-chaser without any additional goals.. I wasn't entirely sure what to expect with this game. The preview seemed minimalistic in art design and pretty simple for gameplay as well. As it turns out, simplicity is what you get, and that is not a bad thing.

There are very few mechanics in this game. You have some slanted walls and eventually you can get a straight reflective wall and portals. For a game with only 4 placeable objects it is incredibly interesting. Each puzzle has a different goal-- A method of discovering a new way of thinking through a puzzle, and while the game is fairly short (I finished all of the achievements in 2 hours) it was definitely worth my time. Additionally, the music for the game changes based on your actions which left me absolutely giddy for the first few stages.

If you enjoy a solid puzzle game and a conceptually magical soundtrack I would definitely get this game.. Originally, I wasn't going to get this dlc as I feel it's far too expensive, HOWEVER, if you buy the season pass then you get all 6 upcoming dlc packs, which makes each pack less than \u00a34!
You also get access to the beta.

I'm a massive fan of Brands Hatch, it's one of my favourite circuits and Reiza have done a top notch job here with Brands and the other circuits.

The cars are pretty decent too, although I'm more of a fan of saloon cars, DTM, GT3 and WTCC type cars so I'm hoping they bring something out along those lines soon.

So if you've bought the season pass then this stuff is an absolute steal, my advice would be to get it before it goes up in price :).
บรรยากาศหลอนใช้ได้ แต่ยังสามารถพัฒนาให้ดีขึ้นได้มากกว่านี้. its never going to be finished. Nice short RPGMaker game which you can beat in a few hours. Overall analysis:

Pros:

- Decent use of the RPGMaker graphics. These are used well and fit the area, unlike those asset flips we've seen all over steam.
- Good use of transformations to solve puzzles.
- Great gamepad support. I used a gamepad for this game, had no issues with it.

Cons:

- A little short. I beat it in around 2 hours.
- The ending I wasn't a fan of, but that's my personal taste.

Overall I'd say it's worth picking up, as you will have an enjoyable afternoon playing through this game.. For 5.00. Worth it if you plan on playing for a few days even. Fun hack and slash game.

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