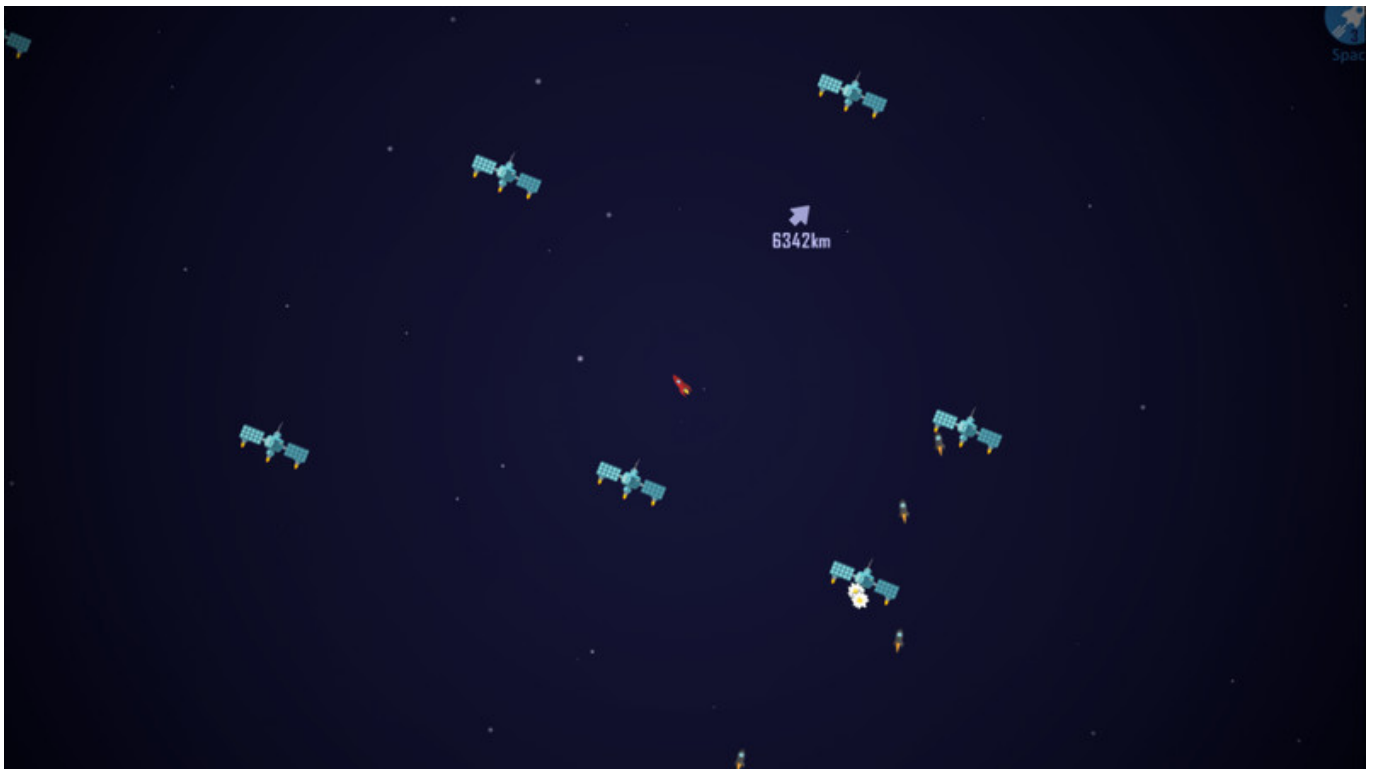

Discovering Space 2 Download Windows 8.1



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About This Game

A breath-taking space exploration experience in Virtual Reality

Compatible with HTC Vive, Oculus CV1 and DK2.

Discovering Space 2 is all about exploration. There's no action, shooting or explosions, just sightseeing, discovery and relaxation on an epic scale.

Calming, wondrous and adventurous.

- Take control of your ship, or follow a tour, and immerse yourself in a journey through the Solar System.
- Feel the awesomeness and remoteness of deep space.
- Experience the mood and atmosphere of worlds far away from home.
- Explore at your own pace, and learn about what you see.
- Come back with a new sense of amazement of what is out there.

Built from the ground up for VR, you have a small space ship and the entire Solar System to explore.

The end result is an experience that conveys the scale, awe and feeling of planetary exploration, in a fully immersive way. You really feel like you are there, and it is at times breath-taking. You can travel vast distances, view the planets (and their moons) from afar, execute some close fly-bys and plunge through their atmosphere down to the surface. Along the way you can listen to on-board commentary that adjusts its content depending on whether you take your time, or just dive straight in.

Key Features

- Vast expanse of the Solar System to explore.
- Easy to use tour mode.
- Easy to use flight controls and navigation.
- Seamless and continuous travel from deep space down to the planetary surfaces.
- Planets modelled to true scale.
- Planets rendered using custom shaders that go beyond simple texture mapping.
- Procedurally generated terrain and procedural and multi-layered textures to enhance the planet surfaces.
- Planetary atmospheres enclthe the planets, providing striking sunrise and sunset vistas and re-entry effects.
- Simple navigation system allows you to easily fly to your desired target destination.
- Jump gates / hyperspace to allow quick jump to distant systems.
- Near speed of light effects – Red shift, view contraction and “headlight”
- Capture your view with in-game snapshots at the touch of a button.

Fly your ship with either an xbox / gamepad style controller, or "use the force" with HTC Vive wands.

Note: Oculus touch controller not yet fully supported

Title: Discovering Space 2
Genre: Casual, Indie, Simulation
Developer:
Discovering VR
Publisher:
Discovering VR
Release Date: 10 Mar, 2017

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Minimum:

OS: Windows 7

Processor: i5-3570

Memory: 8 GB RAM

Graphics: Nvidia GTX 660 Ti* - Nvidia GTX 970

DirectX: Version 11

Storage: 6 GB available space

Additional Notes: *minimum performance for DK2. Xbox / gamepad controller recommended.

English



SOUTHAMPTON LINKS
HOLE 11 PAR 4 421 Y (\$ 1000)

11 - 18 MPH

- JOEF +4 (\$ 0)
2ND SHOT
80y / 8ft
- INDASKIES 2ND SHOT
- MOGULBASHER 3RD SHOT 31ft -4 (\$ 2000)
- REHIT 3RD SHOT
- TIBERIUS 3RD SHOT 9ft E (\$ 100)
- CROW357 3RD SHOT





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There isnt much to say about this game since its the only one (developed by Milestone) representing the MotoGP championship, besides the more modern versions (MotoGP 14 & 15), wich by the way i advise you to try after playing the 13, especially the 15 that offer big improvements in term of gameplay and graphics and may downgrade your experience with 13 since the diferences are obvious.

This game suits pro or casual players since it have wide open race settings to fufill your needs (more realistic or just for fun), the game physics are good and average learning curve make easy to engage in the game, the graphics are adquate to the release year of the game and good sound to build up the mood.

Keep in mind that this is a good game not only for fans but also players that dont follow MotoGP, its entertaining and challenge you to follow the best route to build your career.

For the fans, possibility to drive on shoes of old legends and their 2-Stroke bikes without electronics to help you out, outstanding.

. This is a similar to terraria, or should i say a clone to it !

You can build,craft same as terraria, but i think better.

In this game, you can dig and collect portals, you have to get 3 the same to go through, there is different ones to find.

Once through a portal you can explore a different planet and find different other things.

You can also craft recipes,where you have to find pages of a craftbook, finding crates which sometimes have different things in and a craftbook page,where it will tell you how to craft a weapon, or a how to make a piece of food etc.

There is also differnt types of crafting tables to craft, and many other things.

I would highly recommend this game.

There is a lot of creatures in this game for example, dogs,cats,rats,spiders,cows,sheep,birds,skellys,mummy's, etc, This is a great game,very enjoyable, lots of fun.

I would highly recommend this game.

9/10. Highschool Possession

Highschool Possession is a Visual Novel [VN] done by Dharker Studio. Highschool Possession is a VN about a guy who wakes up in the bodies of his two female friends [one a day]. He always held his friends in the perfect status, that nothing in their life could trouble them. As he's in their bodies, he learns about the things each of his friends go through, one being bullied and the other depressed and suicidal.

The main character in these two girls bodies and experiences the things they do, able to read about what "HE" did in their body, through their diary the next time he returns. He messes things up for both of the girls, but in the end pulls through for them both, helping them through their situations. The VN itself is very short, very few choices and doesn't branch or change the story much. It takes about 2-3 hours to complete and get the achievements.

I can recommend this if you get it on sale, or in a bundle.. Absolutly crazy.. Thing that I hope Armello should have.

After I have played 2.0 patch Armello something change but it's not the like thing I hope this game should have new system coming is useless

1.change UI change your ways to select character select ring and amulet it is waste time to click and go many page before play game.

2.party search it is fake party search you never meet others player if you use this system only thing u can do is find match the same time with ur friend,We didn't want to play alone this game is multiplay we want to play with friend.

3.Random play order ,Since I play this game I never know how random play order system work is level, hero type, clan or just random ?

4.DLC seasons map I buy DLC because I want to see this game improve I love this game but DLC seasons LOG should allow us to select seasons because seasons is random and you can get normal season more than one game so How difference if I not buy ?

. Needs way more dexterity that I can provide to enjoy the game to its fullest: if you can't press and release several buttons and an analog stick within an instant, you will not be able to get to a satisfactory level.

Globally for me this frenetic fingering doesn't feel like tennis. Checking videos on Youtube confirmed that: even top online players do weird action frequently.

Compared to the concurrence the career mode felt less engaging.. For 1.50 you get the chance to feel your childhood again.

A game that is fun to play and also a guide how to talk to not only to women but also to people that want to have friends. I had a lot of fun in this game and I also taught something new about how to interact with women.

I would recommend this game to someone who wants a "girl of his life" or simply to someone who wants to have just fun because some choices in the game are very funny.. Do you like Quake? Do you love old school first person shooters from the mid to late 1990's? Do you love fast-paced action? Then I recommend going back and replaying Quake, or Quake II or Unreal, because Monument will leave you unsatisfied on all levels. To be fair, this game might actually be decent if you could convince it to run at the proper speed, but even on a high-end machine, it runs as if you were attempting to play Quake... on a 286. I played through a level and a half, stopping mid-way through the second level as I could not get beyond a wall due to the game's loose grasp of physics.

In the "about" section for the Store Page, they describe each level as being unique.. which is true in that each level is not set up in the same manner.. but from what I've played, there isn't a heck of a lot of difference visually. Lots of browns to give it that Quake vibe. I've mentioned Quake a lot here, and with good reason as that is the closest as I can figure to what Monument is attempting to be. Right down to the use of the "jump" sound the big Q's protagonist makes.

Other gripes are minor, but still worth noting. The developers intended to give Monument a retro look and feel, but the designs for the game's weapons and pickups are more unimaginative than retro. The Shotgun Shells look like an 8-pack of Fruit-by-the-foot rolls. The starting pistol looks out of place and is, frankly, dull. Nothing has the originality and creativity of the weapons from the games this one tries to emulate.

Hitboxes and collision detection are also ridiculous. Often it takes several tries to grab a pick-up. and enemies may shrug off the first few rounds you put into them, or die mysteriously on the first hit.

The game is -not- without it's merits, however.

There are sections where you must push a block up against a wall to jump over. Points for that, I actually happen to enjoy platforming in my FPS games and this coupled with some interesting environmental platforming sections are kind of neat. But.. your jump height may not be enough to get you where you need to go, and in some spots, you can actually jump up a wall without needing the block. This is OK, however, because the block does not obey the same rules as other objects in the game. I pushed a block off of a ledge in the second level and actually had a good laugh as it floated down towards where I pushed it, as if under the effects of the moon's gravity. This changed to frustration, however as getting the block to stay where I wanted it was a Sisyphean task. I eventually got onto the block, but was unable to achieve the height I needed to get to the next area.

Boo.

In conclusion, Monument has a few good ideas, all of which are executed poorly. The game moves at a snails pace and the only thing speedy about it is it's soundtrack, which is admittedly pretty decent. But not decent enough to save this game from getting a negative score.

If you want to check it out for yourself, I recommend waiting until it is on sale.. I can't play local and I bought the VR and PC version, please help because I'm getting♥♥♥♥♥♥♥♥♥♥because you stole my money.. too many bugs...

1.when I buy item, item just banish with weapon.

of course I did not confused buying with selling.

2.when I ride elevator, I can't click any floor so I must restart game.

good concept,

bad programming.. Grandpa Bill lays down some punishment and *may* have embellished the story a little bit. A great wave shooter with many stages, weapons, and a whole lot of character.. This game is literally my life. Servers have died down a bit, but this is still a great, deep arcade-style game.. Awesome DLC. Very nicely made with great little touches, details and overall

package. Works perfectly in MP and I like the fact that only one person needs to own the addon. I hope the expansion packs will also be released to extend the playtime opportunities.. Oh man,

Where do I even start with this.

Well I suppose the first place to start would be the art style. From cutscenes to characters everything has this mediocre "deviant art" feel to it that you get with a lot of artwork that you find on that sight that come from artists who aren't that good yet. The backgrounds range from bleh to terrible with no animation even when you would think there would be animated things in the background with maybe the exception of the last level which is the best looking level by far when compared to the rest.

There is very little variety when it comes to the enemies that you face. In fact with the exception of a couple enemies you see the entire roster of minions in the first level and then start dealing with their recolors from level 2 on up. Or rather with the exception of a couple enemies and the bosses you only fight a total of three minions which are seen in level 1 and then deal with their recolors from then on out.

The bosses themselves start out easy but by the third ramp up in difficulty to absurd levels. Basically each boss has three health bars to them, for the first part of the first healthbar you can do whatever you want. However once that first bar drops by half then you are forced to use a different move on them because they then become to how you initially attacked and will auto counter or in some cases just become unstunnable for the rest of the fight. You will have a hard time with later bosses and the semi-final one is one just by pure luck.

The music is ok at best, while the sound design for everything else can be annoying at worst especially with the laughtracks that come out of nowhere for certain combos because I guess the non-existent audience thought that whatever you did to bunny #19998 was hilarious. There is very little voice acting outside of Flan and the narrator for the stage. The characters do smack talk in battle if you can hear them but the cutscenes themselves have none.

Then of course there is the writing.

The game itself is poorly written.

Instead of introducing you to the world or characters you are already plopped into the middle of a conflict between the Banzai and the demons. Which is fine but when you start meeting all the side characters and the arch rival it's all treated like they dealt with each other for a very long time and have these long relationships with each other that the player never gets to see but is just supposed to accept without a working knowledge of anyone. And the game certainly won't tell you a darn thing about anyone you meet either. You have to go to the game's website to learn anything about the major characters in the game. It's a comedy game sure but some of the lines just feel forced like they were added in just because and don't fit or they "homage" certain famous lines by just retelling them (You'll know this one when you see it). Heck they threw in "Trix are for kids" in a spot it didn't really belong.

As stated this game is written as if you already know everyone involved when you don't because this is your first time meeting them and it just shunts "funny" lines in because "it's tongue and cheek".

Would I recommend this game. The answer would be no.

You are better off saving your money and getting something like fist puncher which is the same price but has way more content and enemy variety. at least if you want a beat em up.

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