
Beyond The City VR Download] [pack]



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About This Game

Beyond the City VR

“Beyond the City VR ” is a tower defense game. Come and join the ongoing war, play the role of the commander & soldiers to resist the invaders in an open world. Choose between multiple powerful tower and unique epic skill! With the wide variety of towers we can create our own perfect strategy. Enjoy a visually stunning tower defense game in VR world.

There're two 2 mode for experience----- 1st is macro layout defense tower and 2nd is FPS micro-operation

Play Mode:

1 The commander role | Strategy level

Global macro layout overview of the map and fully take use of the resource in hand. 1st, we play as the role of commander to arrange the tower power on the map. 3 different type of towers are available in demo version, each of them can be upgraded by using money in game, with diversity attack mode.

2 The Soldiers role | Tactics level

FPS micromanagement, once the layout is completed, the player steps into the tower (Archer Tower/ Magic Tower/ Turret) to manipulate the weapon to against the invader. No mercy.

With the progress of the game, the invaders have multiple waves of attack, the swordsman, the priest, WM warriors, and summoned forest demon.

Shooting with bows and arrows, using magic wand cast, or artillery bombing? Up to you!
Come on to scavenge any threats from the enemy.:

We are still working on it and keep updating monthly based on ur comments, many thanks.

Mail [http://Btcgo@sina.com](mailto:Btcgo@sina.com)

Weibo <http://Weibo.com/littlev1>

Title: Beyond the City VR
Genre: Action, Casual, Indie, Strategy, Early Access
Developer:
LittleV
Publisher:
LittleV
Release Date: 31 Jan, 2017

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Minimum:

OS: Windows 7 SP1, Windows 8.1, Windows 10

Processor: Intel® i5-4590 / AMD FX 8350

Memory: 4 GB RAM

Graphics: NVIDIA® GeForce® GTX 970 / AMD Radeon™ RX 480

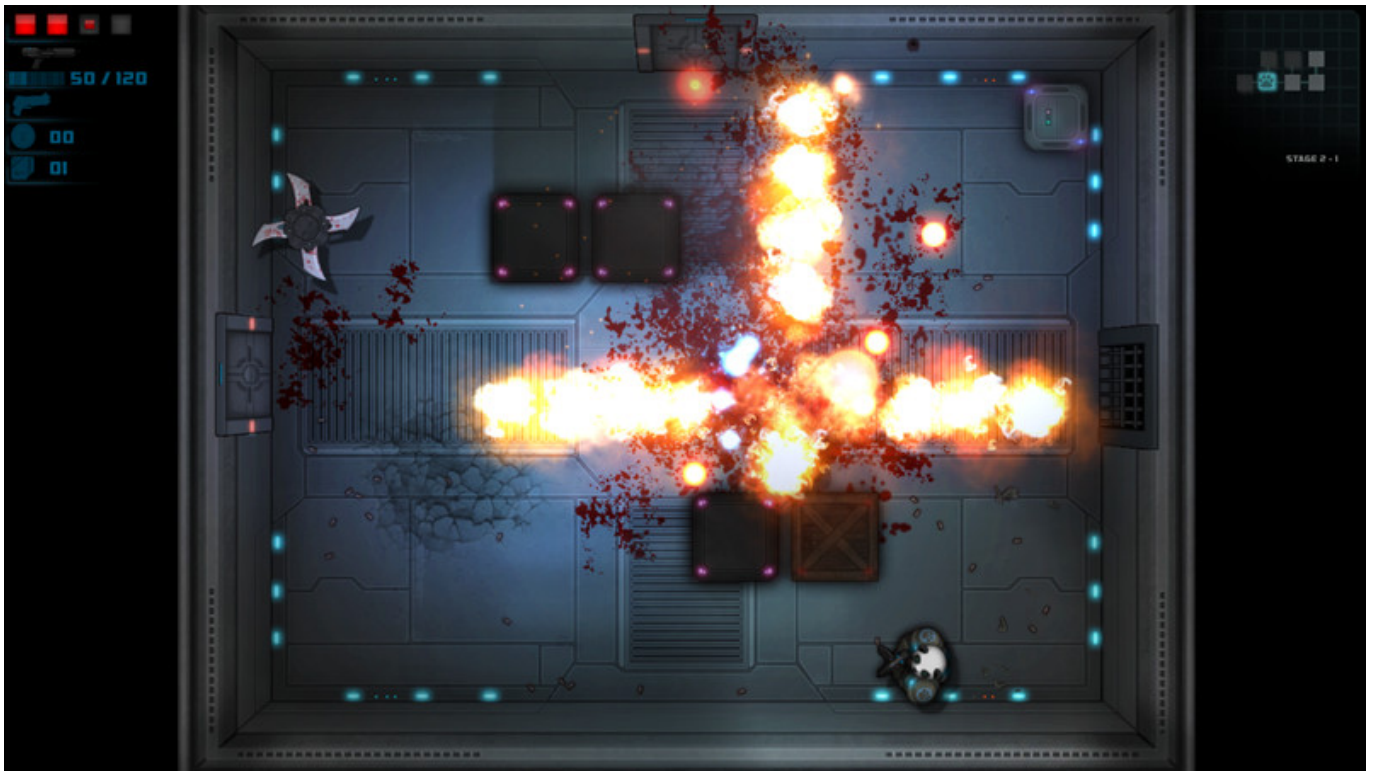
DirectX: Version 10

Storage: 1 GB available space

English,Simplified Chinese







beyond the city vr. beyond the city vr ps4

This game has some promise as a wave based shooter if the story mode is added and it has some casual game play options added. The western theme is good. The game play is not very unique though. You have guns and you have a shield and you can slow time and you are stuck in your room scale space and not able to travel any where on the map. Sound familiar? I am not going to be buying many more of these WBS's and probably more like never again. There are too many and they are just not exciting to me anymore. VR needs more than just arcade games. I grew up in the 70's too and understand the arcade craze like anyone else but that was then and this is now. I want the future not the past. I am going to recommend this based on the video below which you can watch and the fact that the dev says he is going to add a story mode. It took some getting used but it had its fun and the guns were a good mix of oldish style and future style even though the whole game is obviously a sci-fi western so don't go into this thinking you are back in and I say ,respectfully, Vietnam or Iraq and things have to work that way. Let a game be a game. Games for the most part are for fun and not real life re-enactments. The game is cheap but that is not why I bought it. I don't care about cheap anymore if devs are just going to slap a VR game together in another skin and let the VR game grabbers scrounge for the dish. That is not my style nor do I appreciate that as a game consumer. I read a review and got soft and that is why I bought this. It had some fun but it does need work as of this writing but if you love WBS's then this will satisfy I am sure. Enjoy the game and the video below after it processes. Peace.

<https://youtu.be/V4J8SojbDf64>. Has great potential! look forward to the future of this game.. Fun little game to pass the time. A little bit weird, but it's okay for such a small indie game.. Had to buy instantly. No crashes and you can force AA from the desktop. It's good to be back.. It's straight forward. The writing could definitely be better, as there aren't too many elements about any characters, or the story on the whole that I would write home about. It's fairly predictable, and it's very easy to navigate the game with a single set of skills without issue or conflict.

[But with the stream of mediocre and even poor games released from Choice of Games, it was nice to play something that was straight forward. The game was advertised as one where you get to be an assassin, and it delivers on that front. That seems like an oddly simple thing to praise a game for, but that's exactly where these games have been failing of late. They've been so busy preaching its own morality that it stopped feeling like I was embarking on an adventure of my own will. They've been taking place in entirely author created worlds with too many moving pieces and not nearly enough words or time to let the reader immerse themselves into it; that too with worlds that aren't nearly as interesting as the respective authors believe them to be. They're so distracted at being something else that they stop being choose your own adventures.](#)

[This was just that, an adventure where you're choosing the details, and steering the story. It's not one of the truly better Choice of Games entries, but I have to give it a positive review for having the right idea, when others are trending in a worse direction. It was an enjoyable game about being an assassin. After a good title, that was The Inner World, The Last Wind Monk is nothing short of a disappointment. Puzzles aside, most of them is on the original's level of easy/obscure \(e.g. building a little boat to catch a fly that's within your arms' reach, you've heard that right\). Serviceable enough. The writing, however, is inexcusable. Original characters are terribly re-written and participate in an artificially provoked and nonsensically resolved story that doesn't even tell anything new - the message is the same as the original's, except written much worse. There are things introduced early that are being dropped right after, or introduced at the very end game without any reason or relevance to the story, and they all lack any kind of character or a comfy feeling The Inner World was full of. The whole thing feels more like a bad fan fiction written by a bunch of random people, not an expansion of the original material made by its creators.](#)

tis a very neat game

get it

and the other ones.. great game and lots of fun!!!. Cheap design.. Mechanics pretty good. But the game is lacking animations.
Good game and it was fun playing

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