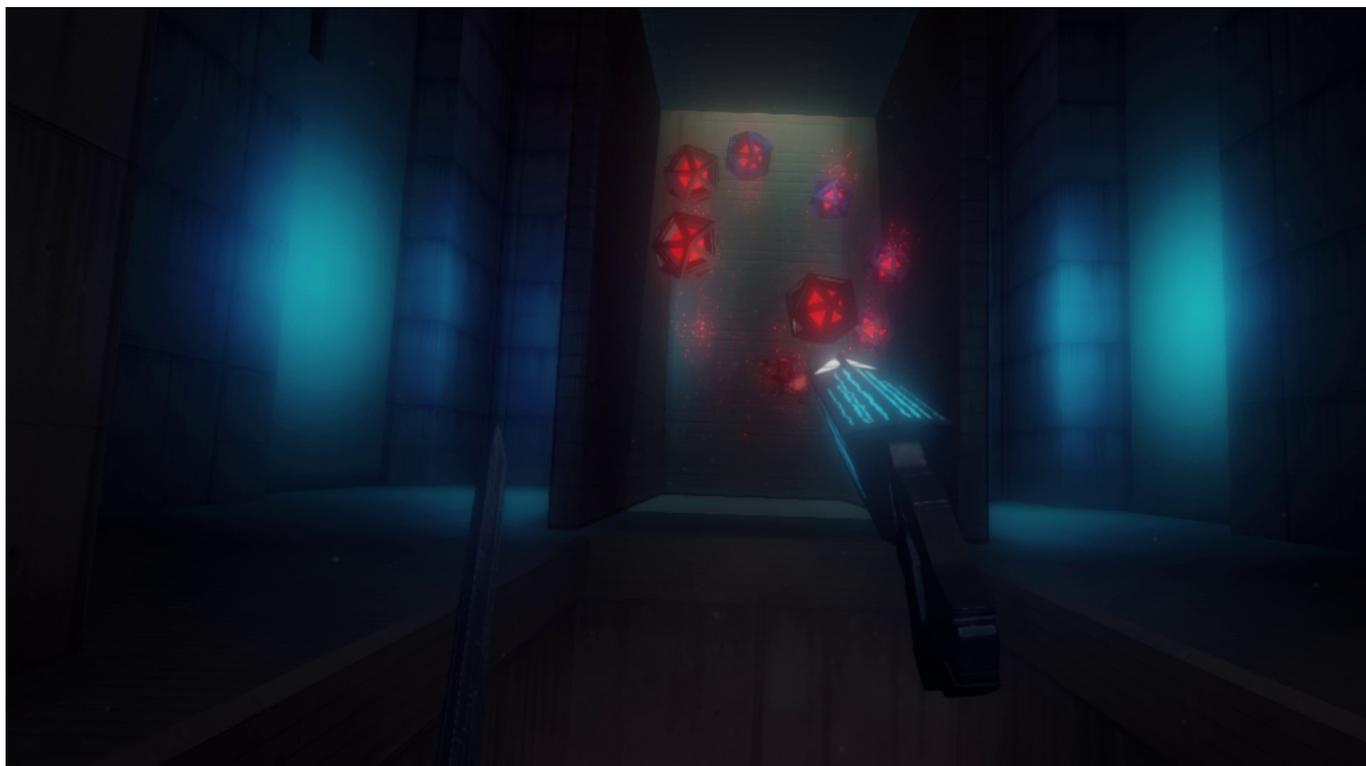

RED CUBE VR Trainer Download



Download ->->->-> <http://bit.ly/2QQJ7bi>

About This Game

RedCube is a VR game, designed to help you get in touch with your own consciousness. Diving down to the deepest corners of your mind and exploring your greatest fears, RedCube takes you on a visually astonishing and emotionally arousing VR quest of claiming your serenity back. With the guidance of your consciousness mentors, step inside the distorted, imagination-powered virtual world and battle your inner demons. Conquer yourself - step out of the RedCube. Dare you.



Features:

- Unique weapons
- Exceptional art direction
- Original Level design
- Beautiful cinematics
- Organic AI

Contact us on facebook: [fb.me/redcubevr](https://www.facebook.com/redcubevr)

Title: RED CUBE VR
Genre: Action, Adventure, Indie, Simulation, Early Access
Developer:
Egidi jus Bachur, Bartosh Polonski, Urte Milda Sirvinskaite
Publisher:
Egidi jus Bachur
Release Date: 10 May, 2017

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Minimum:

OS: Windows 10

Processor: Intel i5-4590

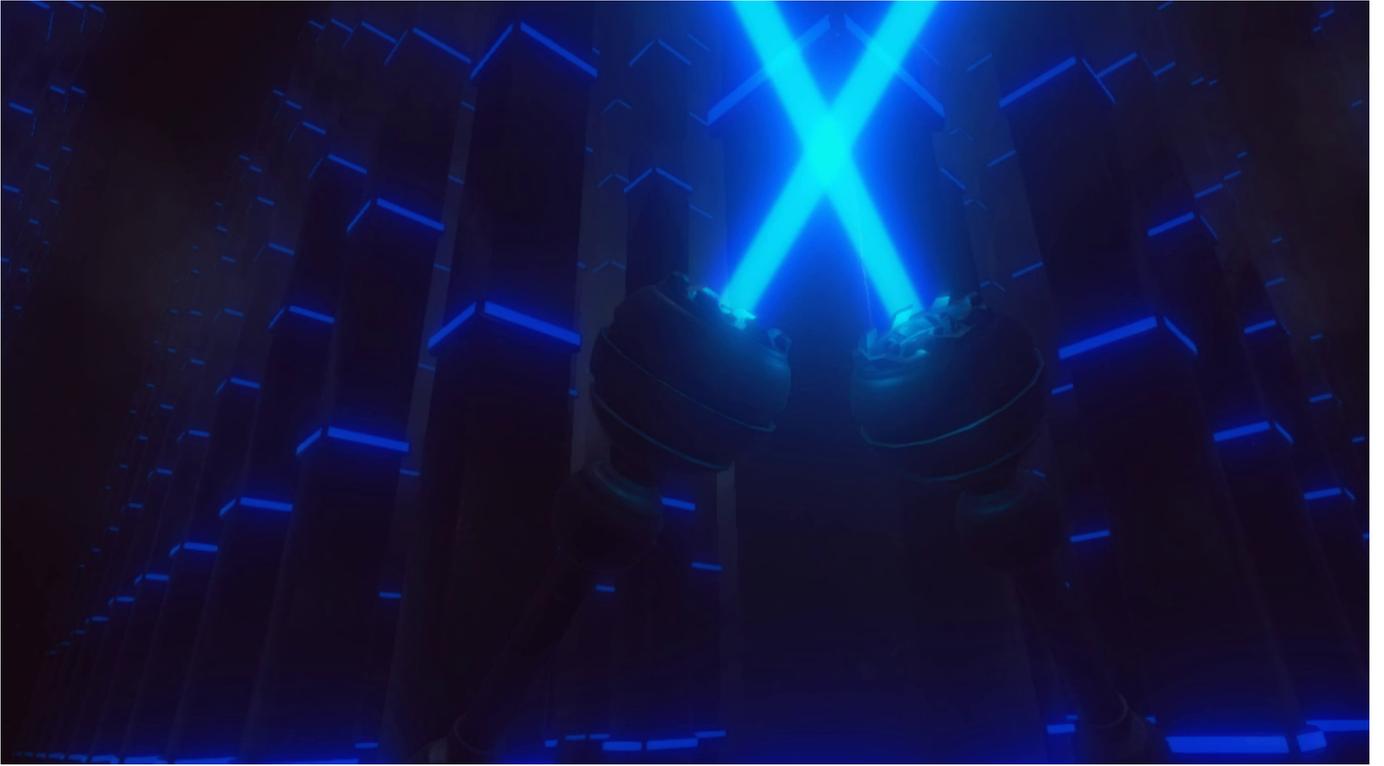
Memory: 4 GB RAM

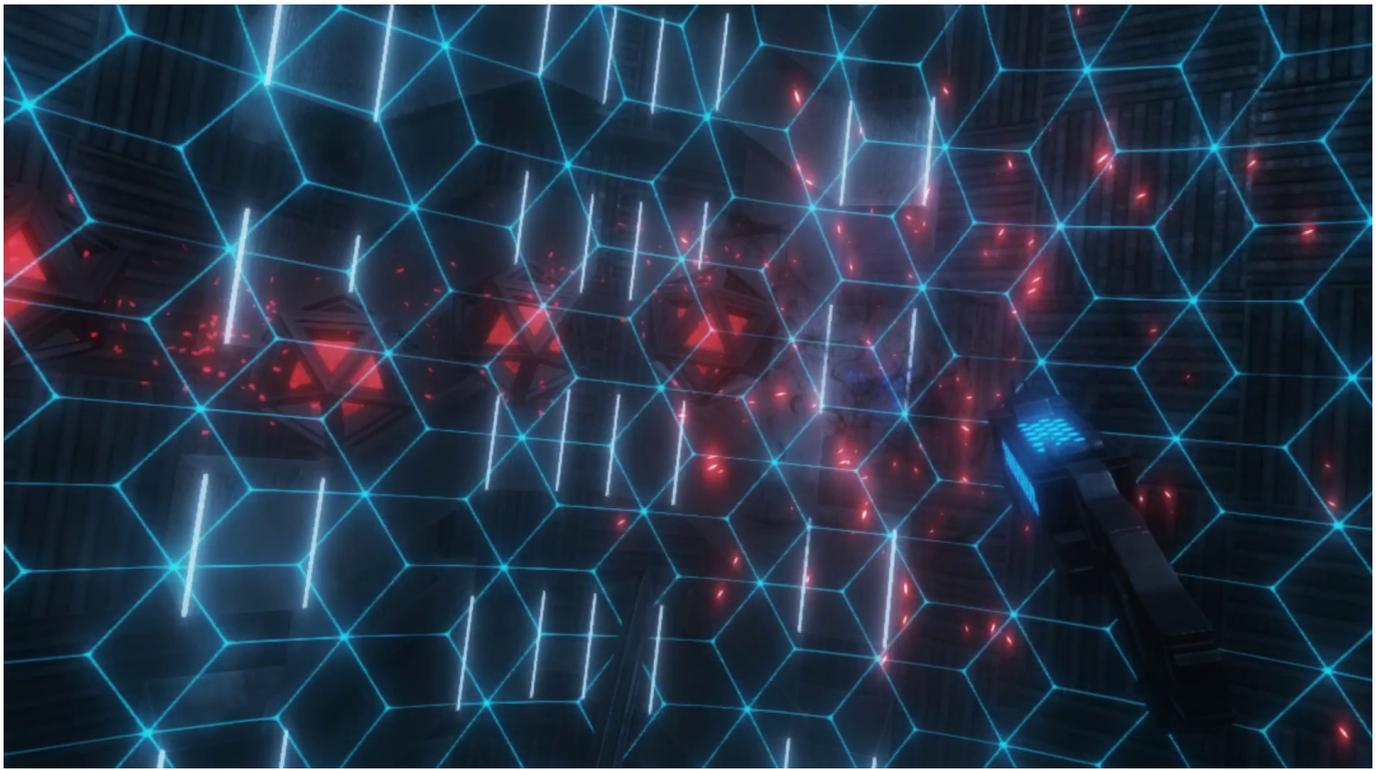
Graphics: NVIDIA GeForce™ GTX 970

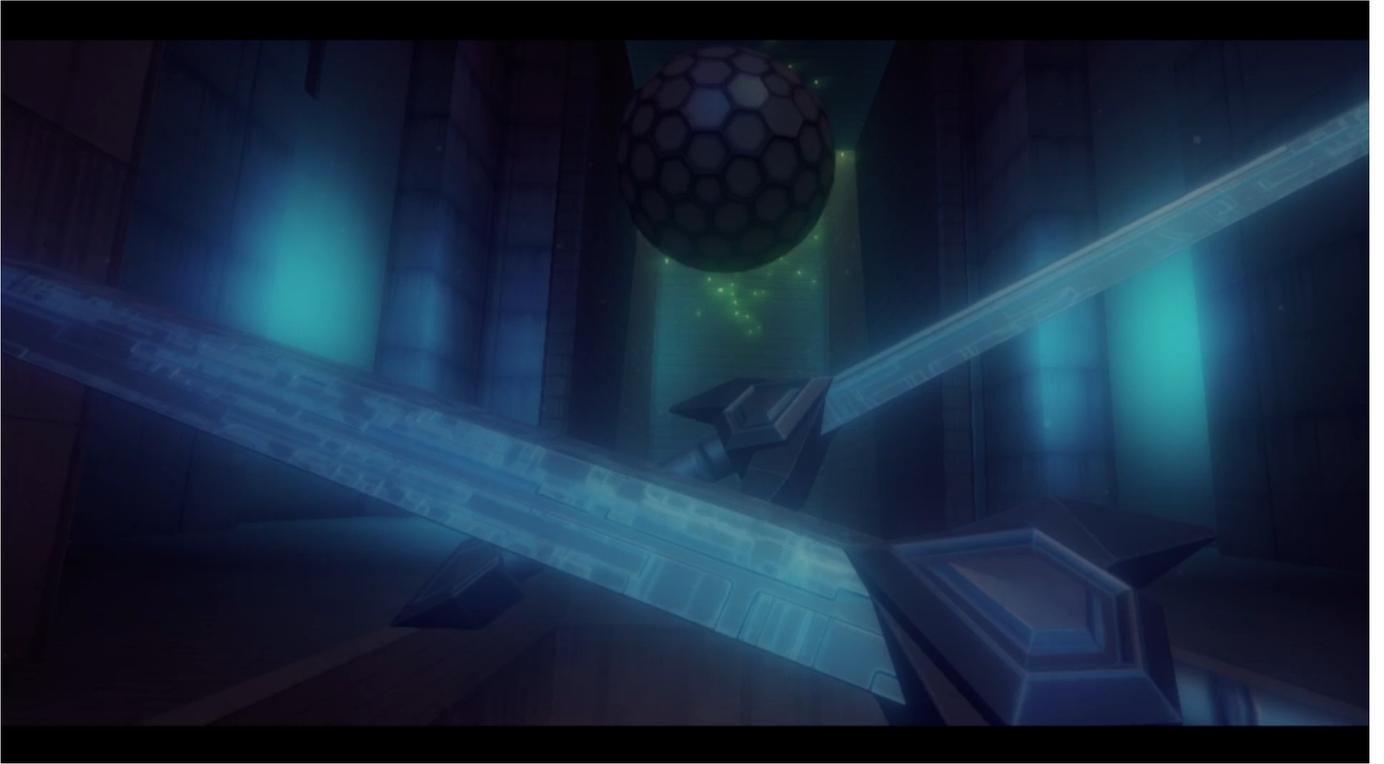
DirectX: Version 11

Storage: 3 GB available space

English, French, Italian, German, Japanese, Korean, Simplified Chinese, Polish, Russian







red cube vr

Stop whatever you are doing and buy this game!! The atmosphere and sense of presence are second to none and the action is beyond intense. Games like this are why I know VR is more than just a fad. Play this game with a bit of Bob Marley in your system and you are truly transported to another dimension. Thank you devs for this amazing VR gift! :-). Really good blasting with a sword to help you out when the enemies get too close.

Cool music and overall style is nice with fast gameplay.

Works on the Rift but with the Vive controller in the menu for now.

Not so sure about the stylized giants but you can skip those bits.

As with most games I would like a left hand option right from the start.. This wave shooter is comparable to space pirate trainer, but much more artistic and atmospheric. Also every level has a different and unique environment.

My only beef is that I wish I were better at it. It gets pretty hard after a while, and since it's less arcadey than space pirate trainer, getting killed is a bit more frustrating (as i'm more invested in progressing.)

anyways, the only reason i havent played this game more is because of the overabundance of wave shooter mechanics in vr games. i do recommend it if you think it would appeal to you.. A new Rift user hungry for new VR experiences I went into this game only seeing the screenshots and deciding I liked the cerebral, techno look of it. I was expecting a chill, abstract puzzle game. What I got was something between an arcade shooter and a bullet hell. 2 hours later I was sore, pumped with adrenaline, and had managed to pass the first 4 levels rather impressed with my own reaction time.

The game is hard but not unforgiving. It gets you right back into things when you fail pretty quickly as to not be frustrating. When I first started I didn't really know what was going on and was flinching away from the things flying at me. There's little instructions but once you start messing around with your weapons it becomes pretty intuitive, and once you get the pace of it you barely have to think about it even when new weapon upgrades are rapidly introduced. Highly recommend as a must-have for anyone who wants an action heavy VR experience and a pretty good workout.. This wave shooter is comparable to space pirate trainer, but much more artistic and atmospheric. Also every level has a different and unique environment.

My only beef is that I wish I were better at it. It gets pretty hard after a while, and since it's less arcadey than space pirate trainer, getting killed is a bit more frustrating (as i'm more invested in progressing.)

anyways, the only reason i havent played this game more is because of the overabundance of wave shooter mechanics in vr games. i do recommend it if you think it would appeal to you.. Pretty dope game, kind of repetitive gameplay though I felt bored after the 2nd level. Maybe implement some bosses at the end of each level? Standing in the same spot throughout the game kind of sucked cause I have a big play space and love to utilize it and I just wasn't really feeling this game standing in the same spot. (Maybe put some barriers, etc in the game?)

I definitely love the concept but I still think it needs more work. I'll be keeping the game in hopes that the dev's keep updating it :)

I paid full price of \$9.79 for this and it down loaded only 6.8 mb and it won't start past the opening scene which has buttons for language choice but won't confirm selection. Please correct this issue.. Really good blasting with a sword to help you out when the enemies get too close.

Cool music and overall style is nice with fast gameplay.

Works on the Rift but with the Vive controller in the menu for now.

Not so sure about the stylized giants but you can skip those bits.

As with most games I would like a left hand option right from the start.. Nice job! This is the best VR shooter I've tried before!

So intense and the graphics is amazing.

3rd level was too hard, but maybe it's just me.

Worth a price.

Definitely keeping it and looking forward for the next update. Nice graphics. A really facinating art style (mostly in the cut scenes) and a really really generic actual game. I'd love to see these developers create something a bit more interesting as they have the technical and artistic side to support them. I really just couldn't be bothered with the game though which is a shame..

It's really hardcore action and stresses me a lot...have not got past level 3 so far. Do not get yet what the esoteric babble between the levels has to do with the fullon shooting action so far....but I really like the atmosphere and will try harder to get on.....my warrior spirit has awakened. ;-)

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