
Space Rift - Episode 1 Download] [pack]



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About This Game

CLIMB INTO THE COCKPIT

SPACE RIFT is a breathtaking action space adventure with a captivating story specifically designed for Virtual Reality! Experience up close how it feels to fly missions as a space pilot and get into intense firefights with enemy drones.

STORY

After a devastating meteor shower, Earth has turned into a desert wasteland. Humanity has been forced to relocate to Mars, where they live under the strict leadership of megacorps WEYSS and PANDORA. You take on the role of Casey Black, who has been slaving away as a pilot for WEYSS. After being labeled a traitor by a computer error, your only chance to survive is joining the rebels of the Anoxia Station. There you find out about their secret project: the S.E.E.D – a mysterious device which could lead to humanity's salvation. As a maverick mining pilot, you help the rebels while gathering valuable minerals, under constant threat from PANDORA's flying drone army.

Will you be able to bring independence and freedom to the rest of humanity on Mars?

KEY FEATURES

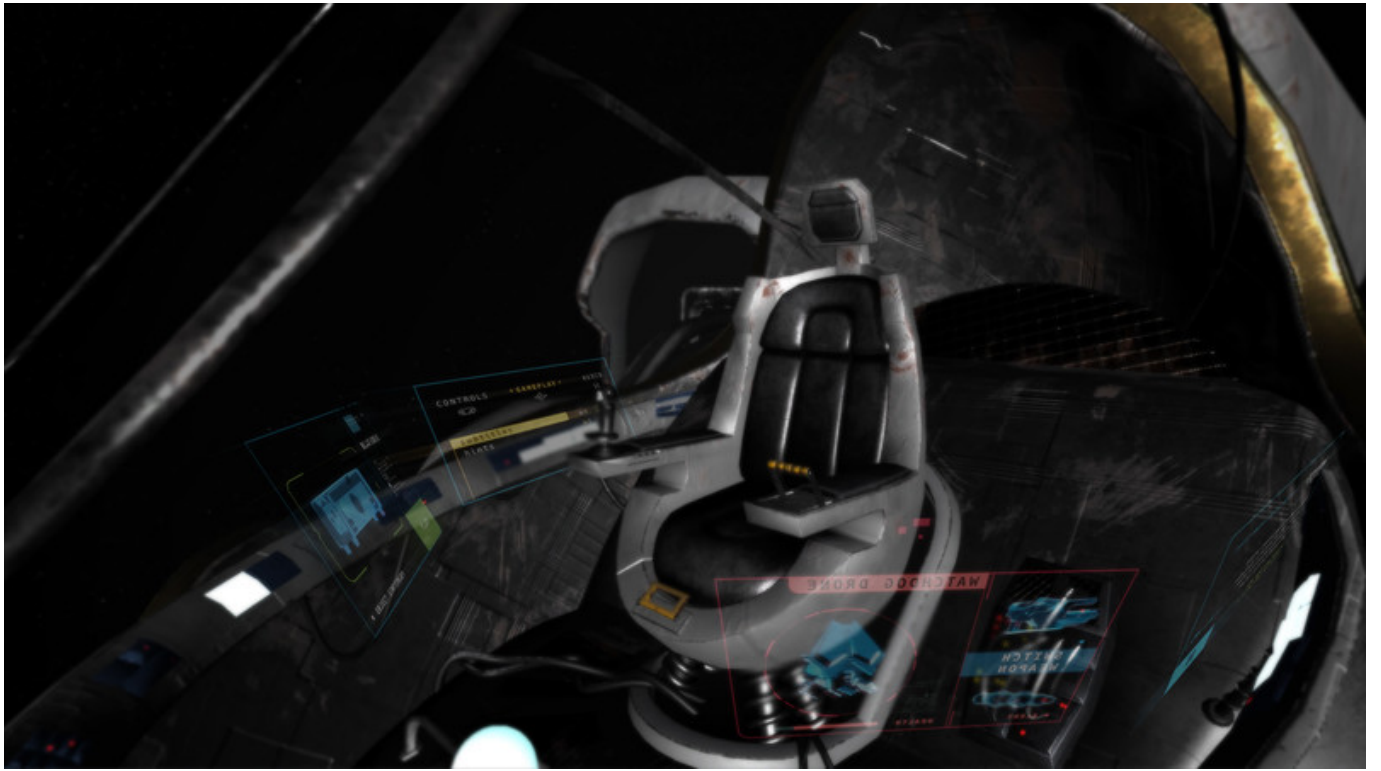
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- **SPACE RIFT** is the first part of a single player science fiction adventure specifically designed for Virtual Reality headsets
 - Become part of the world with VR focused gameplay elements – those screens in your cockpit aren't just there to be looked at!
 - Experience a single player campaign with cinematic storytelling and compelling characters – fully voiced by professional actors
 - Explore beautifully handcrafted sectors, each with its own unique atmosphere and music
 - Use your extended arsenal of weaponry to fight various types of enemies
 - Mine asteroids for valuable minerals to buy ship upgrades and choose the playing style you prefer

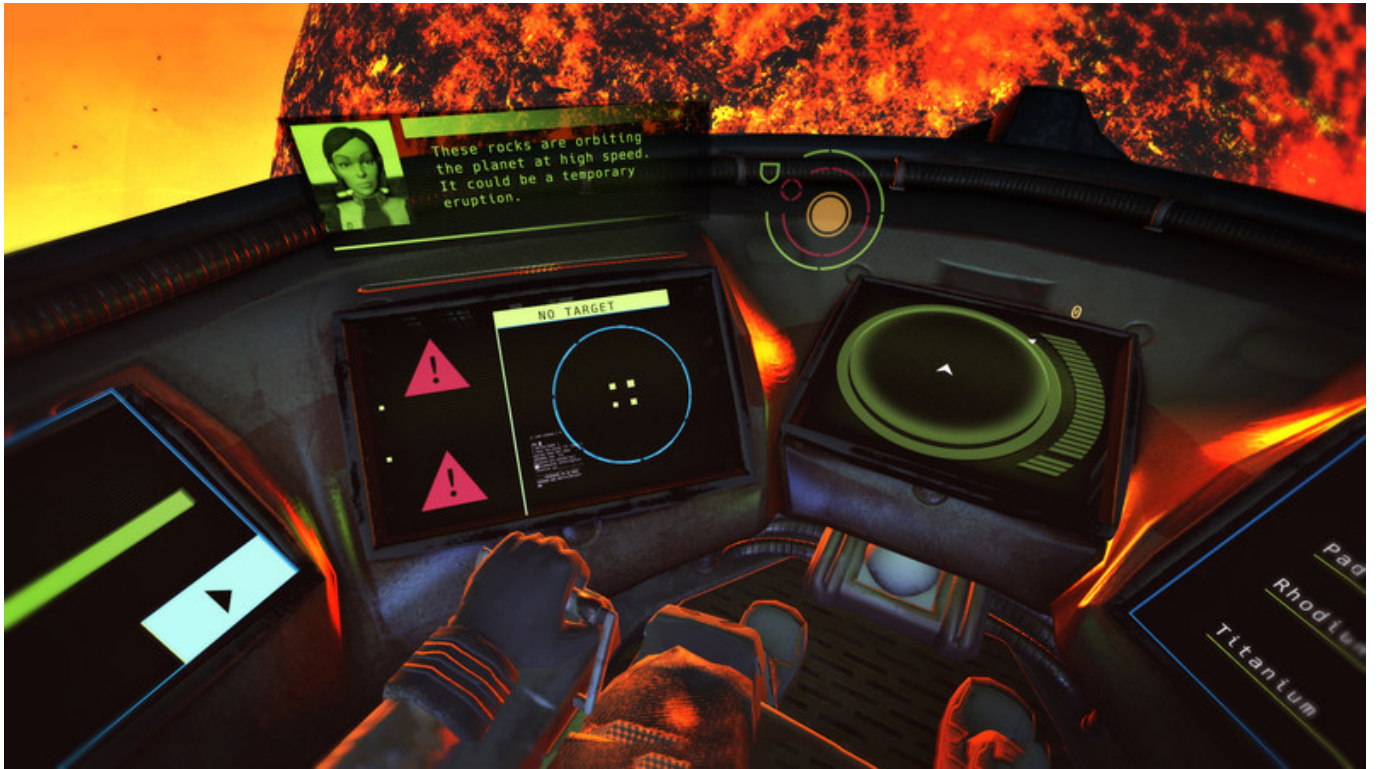
Title: Space Rift - Episode 1
Genre: Action, Adventure, Simulation
Developer:
Vibrant Core
Publisher:
bitComposer Interactive GmbH
Release Date: 2 Aug, 2016

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English,German







space rift episode 1 review. space rift episode 1 gameplay. space rift episode 1. codex space rift episode 1. space rift - episode 1 ps4

Just tried out space rift and i gotta say i have played alot of vr sims, vr space sims, they were all good and immersive but more like demos, space rift is the first that has a story good voice acting comfortable background music and immersive ,i highly reccomend this to anyone with vr headgear 10V10 can,t wait for the next episode keep up the good work can't wait for episode 2. i liked it but its far to short, honestly if u played it for an hr u would finish it.. and the ending sucks, the solus project was the same price and it was wayyyy longer...laser fire is like shining a flashlight no real feeling of shooting,its a bit cartoony as well...not worth 15 in my opinion, at best 5,would have recommended if it was a bit longer,well a lot longer, shorter than a midgets underwear, cant give it the thumbs up cause its to short and crap ending.. Enjoyable flying\combat. This game is not meant to be compared with ED; It has very simple intuitive controls and simple gameplay which follows a linear but entertaining story. Few suggestions based on my short experience so far: it would be good to be able to remap the flight controls (I am lefty and it would be good to be able to switch trust\fire). It would also be good to have a full mission debrief with some statistics like accuracy\resources gained, etc.. I have to say having been into vr since the start with the oculus dev kit now owning a psvr and the the the new rift consumer version .This is the best game I have enjoyed playing in vr !

Graphics are good

Gameplay is good

Story is great !

everything you could wish for in a good VR game .

Like everyone else I have to say \u00a314.99 for the amount of content is a bit steep to say the least !

If the devs get some more content out FAST and dont be greedy with the pricing they could be on a winner here :)
. 3 hrs to finish. Only fight drones. 5 missions. Like my review, it's too sh

I really hate to give this game a negative review, because when it works it's super awesome. That being said...

- I couldn't start a new game when I ran out of probes. I tried, and it just kept giving me a " wrong button" beep at the start screen.
- Fair enough, I deleted my save games. Then it just wouldn't load.
- OK. I get it. Delete local content and re-download the game.
- Bupkiss. The game still hangs on "Starting" and even when I kill that screen Steam says it's running.

I has a huge sad. The 30 minutes I played were awesome. Devs need to fix this ASAP. Do not recommend (yet.). Space Rift is something I originally bought expecting somewhat of a more action-oriented dogfighting game. While this most definitely isn't the case, I was more than positively surprised. As the pace in the opening segments of the game pick up, I began going about my thing, almost forgetting I'm playing a game. Add to this the decent dogfight combat and I'm most definitely satisfied!

Having both VR headsets on hand, I figured I'd try it with the Oculus Rift first in order to revalidate how well the unit works without even having the xbone controller plugged in. This game plays excellently with mouse and keyboard only.

I did encounter one issue at a point where the probe was stuck in "landing" phase and never started drilling. It happened just once in around 1h30m of play.

Video of first impressions

<https://www.youtube.com/watch?v=wTdPhqDLvJE>

Slightly past the 13:30 mark the probe bug takes place.. On the upside:

- The story concept is nice and hasn't been done to absolute death - but it's clearly inspired by games like Red Faction.
- There seems to be some decent banter between MC and the AI and i'm sure it helps drive the story
- The voice acting isn't entirely atrocious.
- Controls are simple, intuitive and responsive.

On the downside:

- The minimalistic cockpit is great for visibility, but people who struggle with sim sickness will struggle with this (i'm not one of those people)
- The scale of objects is so odd that it's almost comically huge in some instances yet curiously far too small in others. So the sense of presence, the feel of being somewhere i'm not just... isn't there. The desk in the opening sequence looks like it's for a toddler - everything just looks wrong.
- When you DO get close to something it only highlights the horrible texturing and general lack of detail.

If the scale and textures were improved i would seriously revisit this game. As it stands now, there's nothing here that isn't done better in two other games - EVE Valkyrie and Elite.. As a proud owner of a Vive I've played a couple of VR games already, mostly room scale stuff. Most of them are AMAZING, and you get a feeling of being in the Star Trek holo deck... and some of them are even great examples of well-put-together games (great example: Vanishing Realms).

But if you want story + game: Get Space Rift. In all the VR games that I've tried, I haven't found a single one where story, gameplay and presentation are blended together to this great big sauce of awesomeness. The atmosphere is dazzling. I find myself curving through Space, beeps and blips of my cockpit around me, movielike music playing in the background... I could try and describe the mix of feelings all day, it wouldn't do this game justice. The controls work pretty well, I've encountered some smaller problems, but nothing that could kill the mood really.

JUST GET IT. If you're anything like me, and you like science fiction in space environments, you'll LOVE this game. I have to say I was pretty reluctant to get it at first after seeing all the negatives here, but even if I'm close to the ending, I still wholeheartedly recommend this game. Heck, I'll play through it multiple times just to relive the feeling and see the whole movie/story play out again.. Sigh...okay, regrettably I have to join the "thumbs up" to "thumbs down" team too.

On the plus side, the game is beautifully crafted, with an engaging storyline and some wonderful enironments that really take advantage of VR (though it still drops out to the plain "SteamVR" environment during loading, which is a bit of a shame). Alos, when there was a bug it was fixed same day, so excellent response time.

On the other had, it is WOEFULLY short for the price. Regrettably this is more of an issue because it IS so good...and because it is so obviously unfinished. I wanted MORE dammit. I also feel cheated because I feel it should have been marketed more clearly as "Episode 1" or something, so you at least had a chance to know you weren't going to get an ending.

I've defended other games (Inside) on the basis of their artistry and storytelling. But this combination of an EXTREMELY short game and the feeling that I was misled into buying it as a complete title, when it's actually just "Part 1" has left a bitter taste.

Whether or not I buy part two will depend entirely on the price as a result.

Original review was:

Really was enjoying this until one of the missions seems to bug out...Gravidas Station...I find the escape capsule, but then it just says "awaiting objective"....anyone got a fix?. Updated! - See below for my previous review.

I am greatly dissapointed to have to change my status from thumbs up to thumbs down. I had high hopes for this game. However a game breaking glitch prevented us from continuing after the 5th mission or so. That was not what made me change my mind though, the fact is the devs responded and fixed it in a timely manner - which was great!

However, upon continuing to play once the glitch was fixed, I would realise the shocking fact that that mission was in fact the FINAL mission of the game which abruptly ends on a cliff hanger with a "To be continued" message.

I don't know if it was intentionally glitched to hide that fact or not. But what I do know is that this game that costs \$20 only lasts less than 2 hours. Note that my time is just above 2 hours, but I spent a good portion of that replaying the last mission trying to get past the glitch before it was fixed.

Everything I posted in my previous review is still true, but I was under the impression that I had only seen a small portion of the game. It turns out I had seen about 95% of it.

I am extremely dissapointed ... but recommend that you wait until this goes on sale to pick it up for around \$5, because what there is is pretty good.

sigh...

My Previous review.

Solid gameplay backed up by a strong narrative component.

THIS is exactly the kind of game VR needs.

The voice acting is decent, the character models are passable.. but it actually puts YOU into the pilot seat AND in the briefing room. You get to follow the characters story while also flying around a space ship and blowing stuff up, mining asteroids and exploring deep space wreckage.

This game is the first step into taking VR from "experience gameplay" to "story driven gameplay" and it works beautifully. Sure its still not a AAA experience, but what we need for VR is MORE of this and it definitely deserves your support. I highly recommend it.. This game has an awesome atmosphere. It feels like watching a movie at some points. The music is great. It also has a higher difficulty than most vr games. It's one of the few story-driven VR games there are and that alone is awesome.

It does have some slight problems that probably will be fixed though.

As I'm writing this I'm two hours into the game, but haven't reached an ending yet.. VR space game without joystick support.

I am serious. If you don't beleive me, look at community comments.

don't waste your money.. Just played a lil bit of this and had to leave. My impressions. This is a FUN, Quality title! I've no idea of its length or what it plans to unfold but I like how the cockpit is handled and its use of the ship. The text on the screen is CLEAR Unlike ELITE DANGEROUS and the view distance in space seem crisper. The flying feels just a notch below however at this point but a welcome trade off being that I actually LIKE flying now because I read my controls.!

Great title I RECOMMEND. I'll update more when I can!

WELL, I GOTTA JOIN THE THUMBS DOWN CLUB! heres why. THEY DONT DISCERN THAT THIS IS AN EPISODIC game. i thought id be getting a complete game. i bought it was excited to spend the weekend playing it to tell you guys about it. when i see all the negative reviews about the games LENGHT AND ABRUPT ending!

with that, it has to be thumbs down because had i known, it may have changed my purchase plans.. **Update. I just finished the game! Way too short at a little over 3 hours played! It was fun while it lasted, looking forward to it being more open ended in the future. I did think that the game would have A LOT more play time, as it was not an early access game. You should be able to get more than 3 hours worth of play (just over refund time on Steam) for the asking price. This is probably more appropriate at \$5 -\$10 if it is going to stay this short! So thumbs down for now.

But here is my review up to 2 hours playing (thinking there was much more to come):

Did I just purchase this game totally by accident and discover one heck of an awesome game? Well, that is just what happened. I just launched the game in VR, and was like Holy Sh@@! I can't wait to jump in the game! AND THEN my friend called, and all I could think about was the wah wah sound that Charlie Brown makes, and that lasted for an hour, yes, really. Anyways, as soon as the phone call ended I started playing and played until nearly 1 AM, I have to be up at 6, so I will play another hour after leaving this review.

Suggestions: Use a gamepad. It is so much easier to control.

What is the game like? In some aspects, the mission briefings remind me of XCOM. The flying reminds me of Wing Commander and Descent combined, with some physics like you would see in Battlestar Gallactica on a massive scale. I wholeheartedly love flying in this game. Shooting is easy and I like the default controls. I didn't even realize you can change weapons. BTW look at the monitors in the game, and an A or something will pop up, even for the one that says menu on the screens, they are not just art. One changes your weapon...

I like mining for things, I love the graphics, I was blown away totally by how addictive it is. The sounds are great and I had no crashes during a 2 hour marathon.

The price is soooo worth it. Easily the best purchase yet I have made for VR. I wonder about its longevity, but time will tell. I will certainly get my money's worth!

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