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About This Game

The VR game with a '90s feeling

Find yourself in a lovely teenager's room from the nineties. Somehow all colors of your remote controlled car have been stolen by some nasty color-thief. Your mission is to grab the remote control and collect all tiles of a racetrack.

As a trophy you can win color sprays to bring back the color to your beloved rc car.

Drive your rc car

With the remote control in your virtual hands you feel the 90s coming back. Drive our handcrafted indoor racetracks and win fantastic color sprays. You can play for yourself or challenge other players in multi-player mode.

Win color sprays

Your trophies are color sprays in different colors. With each race you have won you get one color spray. You can use the spray with your virtual hands and paint on your car.

Spray your car

You can spray your car the way you like. Your customized car will be permanently saved in your room. Other players can see your customized car when playing with you. We might even host a beauty contest in the future.

There is only a limited number of color sprays you can win. To be precise we have 256.000 color sprays to win :)

Play together

You can play the game together with other players. The player who collects more racetrack tailes will win the color spray trophy.

Play basketball

If you just want to hang around in a a nostalgic room from your childhood and don't like challenges you can play basketball.

Listen to some 90s tune

Of course you can always turn on the radio and listen to the 90s tunes.

It's a VR game for all who have seen enough shooters now wanting something to enjoy alone or with friends and other players. Getting creative with your color sprays is an amazing experience in VR and you never now... maybe you can soon see your customized car in AR too :)

Title: OutOfColors
Genre: Indie, Racing, Early Access
Developer:
Granola Studios
Publisher:
Granola Studios
Release Date: 3 May, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1

Processor: Intel i5-4590, AMD FX 8350 or better

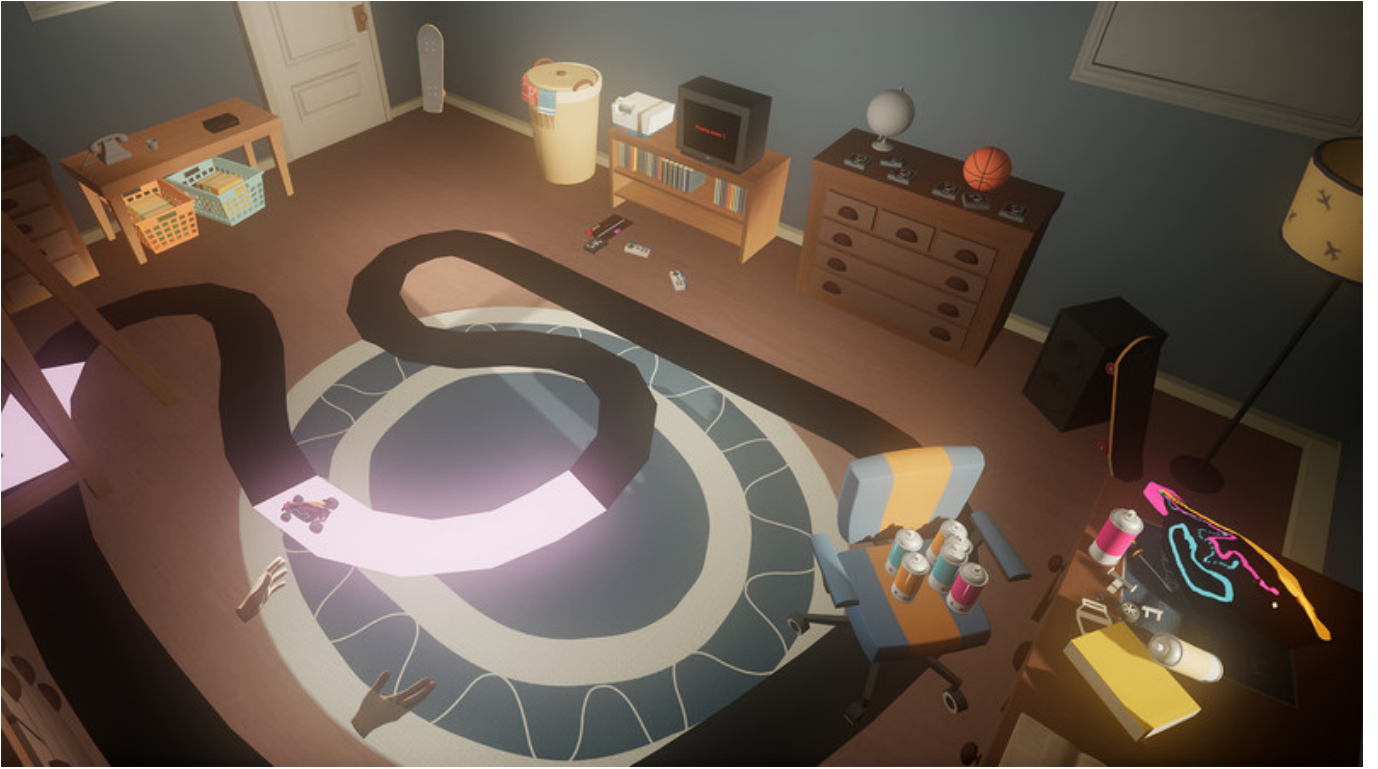
Memory: 4 GB RAM

Graphics: Nvidia Geforce GTX 970, AMD Radeon R9 290 or better

Storage: 2 GB available space

Additional Notes: You need HTC Vive or Oculus Rift + Touch Headset

English







Ok so there were no reviews on this, so I wanted to give it a try. I am always looking for new games for my son to get into. Upon loading into the game you are placed into a room, you cannot move though. It take a moment to realize (no instructions) that you need to push on the thumb sticks (Rift) to point to move. This is the first negative point of the game. My son refused to point and click where he wants to walk, he would prefer to use the joy sticks. Next up you can not actually point to where you want to go specifically as there seems to be predetermined spots to go which means it makes it really hard to comfortably reach everything in the room. I have an optimal size play space and still found myself hitting my borders since I could not properly place myself where I wanted. You also seemingly cannot choose which way you are going to plop down either that seems predetermined. Next up are the things you can play with, they are minimal. The first thing I did was pick up a cup and throw it at the far window.. I heard a crash and then when I finally made my way over to it on the table it had locked up in position and lost its textures, just there with grey and white boxes. There were some things on the table, including what I imagine is the top of an RC car, this section would be really cool to be able to assemble on of the RC cars. Maybe it would be cool to when choosing the Rc to output one to the main screen so a non VR player can race with them. Or maybe all the time they can drive it around as you walk around in the room. Quite often I noticed that my VR hands would get stuck on objects and pull, that is immersion breaking. The RC car is really fun put the control is very sensitive, my son will not be able to get a hang of that. Maybe you can slow down the acceleration to max speed. The track when it goes up or is uneven with the floor should have some sort of wall so you dont get stuck. Please also texture the race track. If you can have the controllers when you pick them up turn to another animation of you holding it so you can now use the buttons as buttons would be nice so the controller is not just in one hand at a time. Getting on top of the bed would be nice, maybe a nerf or something up there to shoot down at things. Also cleaning up the racetrack would be nice so you can do other things, like play with the balls etc. You do not need so many RC cars unless you plan to have other people over racing them with you. Make them different colors if anything. The outside is nice, maybe start giving the illusion of an outside playground or swingset. Gives you options later to add rooms or locations. You want to add without making a mess as many cool physics objects cause kids love to pick up and manipulate things. Maybe the laundry top can come off and you can throw things in it. Im out of ideas now but I think the price is kind of high for what it is... you would maybe get a bunch more impulse buys if it was 1.99 or 2.99, even 3.99 with the promises of taking advice and updating. I will not refund this because I want to believe that I can help a Vr game that possibly my son can enjoy before bedtime etc.

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