Diesel Express VR Crack Google Drive

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About This Game

Apocalypse brought us freedom
"Apocalypse brought us freedom" said a stranger man named Marius. Nobody knew him before, but he showed another path beside the one which is going behind the walls that built by who is responsible of this breakdown. In a few months he was controlling thousands of men. Then he has ordered men to fill the diesel to the engines...

The great war ended by a ceasefire after desolation of the earth. Only a very small population of people were living safely behind the walls of self governed cities which appeared after the breakdown of the countries. While cities were guarded by the walls, outland was under control of a doomsday cult which was led by a stranger man named Marius. As an individualist, Marius convinced groups to act against the cities. His idea spreaded quickly due to the post war conjunctures.

The only transportation way is being used between the cities was railroad. All the resource trade is made with highly armored diesel trains called "The Dreadnought"s. Our character takes his place in a dreadnought by joining the "regiment".

Features
Virtual Reality Game
First Person Shooter
Realistic shooting experience
Realistic Pistol Aiming/Firing
Pure Action
Realistic enemy death
Innovative User Experience

Survival
Hide&Shoot
50 squats per game

Gameplay

The main theme of the game is to protect the train from the enemy bandits. The player is located in a train car. The enemies follow the train and try to shoot the player. Player should use obstacles to hide from enemy fire while trying to kill the enemies in the cars.

Pub

In the city pub, player chooses missions. The player gets prepared for the mission in the pub. The guns are selected here.

Shooting Range

In the shooting range, the player can try different guns. Watch out for the enemy rifle in the range!

Missions

Different missions take place in different maps. In early access there will be 6 missions in 3 different maps.

Bandits

The enemies drive diesel cars. Both the enemy shooter and driver can be shot.

Weapons

The player has access to different weapons which can be chosen in the pub. Currently, there are 4 different guns.

Title: Diesel Express VR
Genre: Action, Adventure, Indie
Developer:
Lazylab Games
Publisher:
Lazylab Games
Release Date: 23 Jan, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: 7

Processor: Intel i5

Memory: 8 GB RAM

Graphics: Nvidia GTX 970

Storage: 3 GB available space

English

diesel express vr gameplay. diesel express vr game. diesel express vr

Because we don't need this "console wars" bulls***.. For 5 dollars (or less) this game is excellent. This is effectively a Kingdom Rush clone with some heart, so it is a strong recommendation if you enjoy these types of TDs.

+Decent length campaign. 40sh levels.
+Voice acting has charm and stood out, I laughed at a few responses and they do not get tiring.
+Decent number of towers to choose from
+Lots of stuff to upgrade
+Bug Free

+-There are no difficulty options. I would consider this game in the medium difficulty range. Be prepared to restart a few levels to figure out which towers are needed.

-Tower upgrade path when building is wonky/cumbersome. Some upgrades spent on towers can be "lost" since the upgrade you bought does not transition to the type of tower you upgraded to.
-Nothing to do after campaign is over.
-No Hotkeys, key rebinding. It's pretty average ngl. Don't let the haters talk you out of trying Serious Sam 2. The levels aren't as big as in TSE and TFE, but the gameplay is great. You can expect to fight the usual Serious Sam hordes of enemies with gargantuan weapons with copious amounts of ammo. And really, what else is there to a Sam game? The netcode is a little twitchy, so play it in SP mode first, or you may not enjoy it as much.. such a good application i might actually pay for the full package it's really recommended because it allows you to update all of your drivers all in one go! :D

10/10 really recommended!

A must buy!. I've only used it for a little over an hour, but it's already been very helpful.
The character generator is great for making XP or VX style sprites with very little work.
It's great for recoloring. The "save as diffferent hues" option is great. It lets you pick
which elements of your sprite get recolored and spits out a bunch of randomly color
sprites. It will also convert from various formats. Sure, converting XP style to VX style
by hand isn't hard, but this just makes it easy and error free.

You can also import parts for the generator. For example, I took the taira accessory from
the VX ACE RTP character generator and imported it in as a library piece. Now I can have a
tiara on any character I create.

With the amount of time and work this tool will save me, it's a great deal. Even at full price.. cool indie game

Its f*ckin amazing, svaka čast na igri! Art style is cool, fun little game.. Igra treba nekakav level creator, da ga ima potrošio bih sate u njoj.. :D nightmare mode je malo annoying sa vracanjem 3lvl unatrag. funny af, can't complain a lot for a free game but it does need some work still, I'd prefer WSAD movement. Good game to kill some time. Did not expect much when i downloaded this game, but have to say great work! This was fun! And good workout too! :)

Only issue at the moment is that the stick goes trough the ice, thus not able to block some of the shoots.

Going to play this a lot more when i have the time!. paid 2.99... so I was not expecting much. a card game would be much more expensive!

for this ,great value!

played now for 2 hours an want more...

if you like Game of Thrones it is must have. Don't waste your time on this game, If you want something similiar(a simple, monster whacking RPG) play Shiren the Wanderer or Diablo 1.
"Battlepaths is a loot-centric"
Loot-centric indeed becouse without grinding loot or levels you'll get your\u2665\u2665\u2665\u2665\u2665kicked, merchants sell good stuff only in the beginning, so you'll have tons of useless gold. Oh and the loot is always armor, boots, helmet, amulet or one handed melee weapon, that's it, you don't even have shields in this game.
"addictive 2D-RPG"
It was playable for 2-3 hours at most, but that's becouse I haven't played any simple RPGs(which I love) in a while. It can hardly be called even a simple RPG as there is only warrior class, you can't even rename your hero(he's always called Ralph or something, it's probably dev's name) and you don't have any skills(aside from "specials" that you activate to get+movement speed for few turns for example, which would do but you can have 4 max and I only had 2 on the level 17).
"excellent loot system"
Basicly anything that rolled without +damage is nearly useless, most of what you'll find is complete trash.
"The battle begins in Babatula, the first of three big realms to explore."
It's tiny, especially non-story dungeons, they are like one room, i'm not kidding, you enter something called the viper cave and it's just one room. And those bigger dungeons are annoying to explore becouse there is no map.
"You can choose to play in different realms that each have their own landscape and their own set of creatures"
The most boring, typical fantasy landscapes you'll ever see in your life and reskins of the same of creatures - mages, archers(basicly mages but without resists), strong melee fighters, quick melee fighters and weak enemies that can't do\u2665\u2665\u2665\u2665\u2665to you. That's basicly it.
"The character customization allows you to create a unique hero with its own strengths and weaknesses. You can build a heavy, damage dealing tank, a deadly ninja that utilizes high speed and agility to attack his victims from out of nowhere, a true master of mind who crushes his foes with powerful combinations of special abilities, or something in between. "
Regardless of your "build" all you'll ever do is press attack to whack enemy with your melee weapon, and sometimes use healing potions on yourself and throw damage\/sleep potion, maybe throw a summon potion so that enemies can unfocus you for one turn. That's it, there are no potions of poison, weakness(even though there is poison and weakness status effects in the game) or anything, at least not in the first and second realms that i've played, all the atack\/summon\/heal potions were the same\u2665\u2665\u2665\u2665\u2665as in the very beginning but stronger.
Only your character has movement and attack animation, overall this games looks like an amatuer tileset for a roguelike while having zero content in comparison.
This is a game that should've been free, devs are still bugfixing it, but should've just abandoned it long ago and focus on making something better.. This game is unpolished, buggy and terrible. "Deep tactical turn based combat": Nope, it's as shallow as it could be. If you do decide to try this game after noticing all the negative reviews, get ready to handle a clunky UI with unresponsive controls. 0\/10, don't get close to this game even if it's on sale.