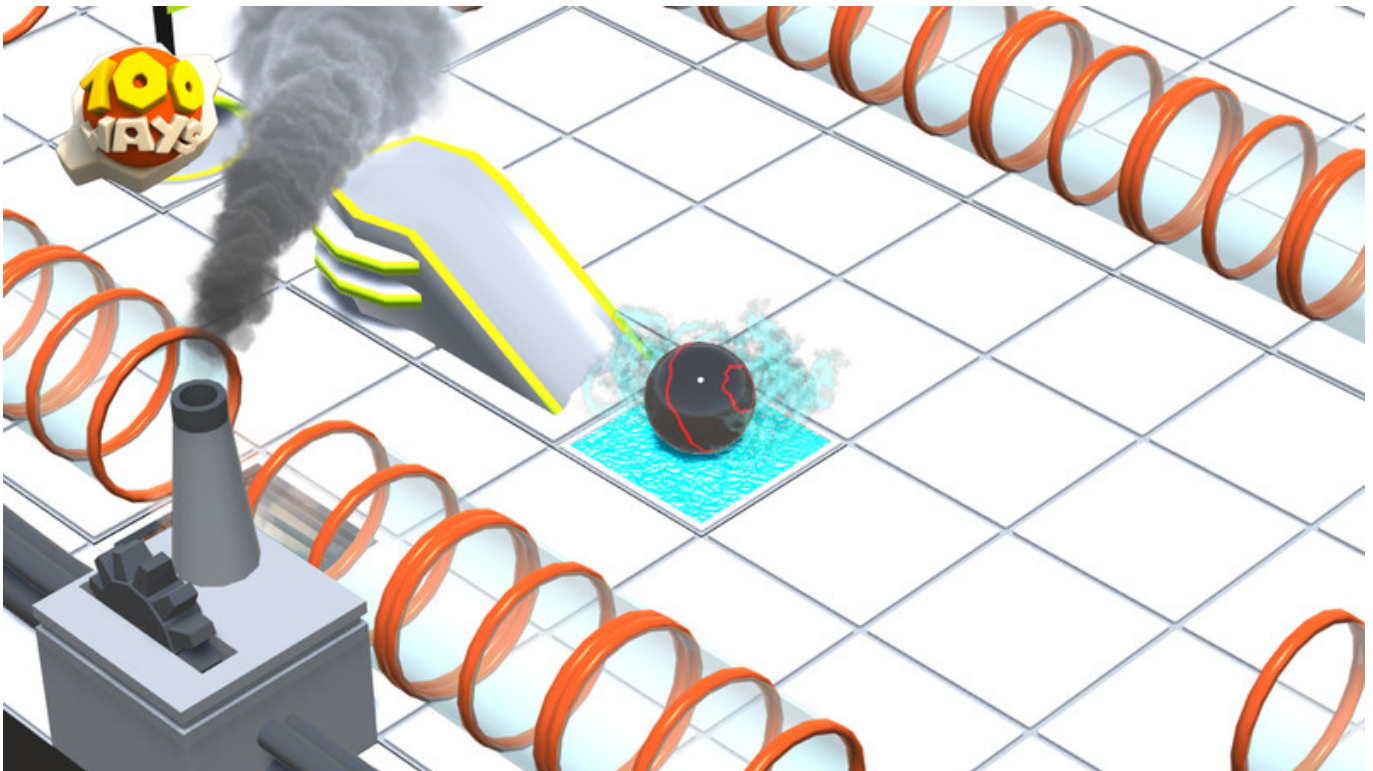

IndustrialVR - Hoover Dam Torrent Download [hacked]



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About This Game

Industrial VR is something new in the world of VR exploration and educational experiences. Combining an innovative documentary-style approach with visuals powered by Unreal Engine 4, the game takes players deep inside the most intriguing industrial facilities in the world. Players will go inside the pipes and through the machinery, a journey that would be impossible in the real world.

How does a nuclear power plant work? What happens inside an oil rig? How does a hydropower plant/dam function? Industrial VR will answer these questions and many more. The southwestern United States' Hoover Dam will be the first destination for the series.

For the first time, you will be able to go inside and experience for yourself the inner workings of mankind's most impressive engineering accomplishments. You will see into the heart of technological feats with the highest level of access imaginable. This is Industrial VR.

Title: IndustrialVR - Hoover Dam

Genre: Indie, Simulation

Developer:

IndustrialVR LLC

Publisher:

IndustrialVR LLC

Release Date: 11 Feb, 2018

b4d347fde0

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: i5-6400

Memory: 8 GB RAM

Graphics: Nvidia GeForce GTX 1060 or better

DirectX: Version 11

Storage: 4 GB available space

English

Fantasy Grounds

STORY

- 00 Credits & OGL
- 01 Adventure Background
- 02 Adventure Summary
- 03 Adventure Hooks
- 04 The Villain
- 05 Part One: Edgewaith Manor
- 06 G1: The Entry Hall (Lower)
- 07 G2: The Water Closet
- 08 G3: Ants in the Pantry
- 09 G4: The Mess Hall
- 10 B1: The Furnace Room
- 11 B2: The Fuse Box
- 12 B3: The Hatchery
- 13 B4: The Architect's Office
- 14 U1: The Entry Hall (Upper)
- 15 U2: The Ballroom
- 16 U3: The Bedroom
- 17 U4: The Nursery
- 18 U5: The Queen's Chamber
- 19 Part Two: Home Invasion
- 20 Concluding the Adventure
- 21 Edgewaith's Notes
- 22 Defending Your House

PARCELS

- (B1) Decanter & Boots
- (G2) Potions

AAW B-SERIES

AAW B20: For Rent, Lease, or Conquest

IMAGES & MAPS

- B20 Cover
- Chicken Coops
- Cover Artwork
- Fire Elemental
- Formian 1
- Formian 2
- Giant Slug
- Grey Ooze
- Map GM Complete Edgewaith
- Map GM Manor Basement
- Map GM Manor Groundfloor
- Map GM Manor Upperfloor
- Map Player Groundfloor
- Map Player Manor Basement
- Map Player Manor Upperfloor
- Map VTT Manor Basement
- Map VTT Manor Groundfloor
- Map VTT Manor Upperfloor
- Orc
- Raubillard Edgewaith
- Sylvia Towntree

LIBRARY

- Encounters
- Story
- Images & Maps
- Items
- Personalities
- Tables
- Parcels

PERSONALITIES

- Cascading Lightning Trap
- Chicken Coop
- Edgewaith's Armchair
- Formian Warrior
- Formian Worker
- Giant Slug
- Gray Ooze
- Huge Fire Elemental
- Ogre
- Ogre Boss
- Orc (Advanced)
- Orc Gang Leader
- Sirjan Uhoon, Young Formian Queen
- Sylvia Towntree
- Sylvia's Bodyguard
- Yondak Villchat, Formian Paramour

TABLES

- Encounters in the Tunnels
- Irritating Unseen Servants

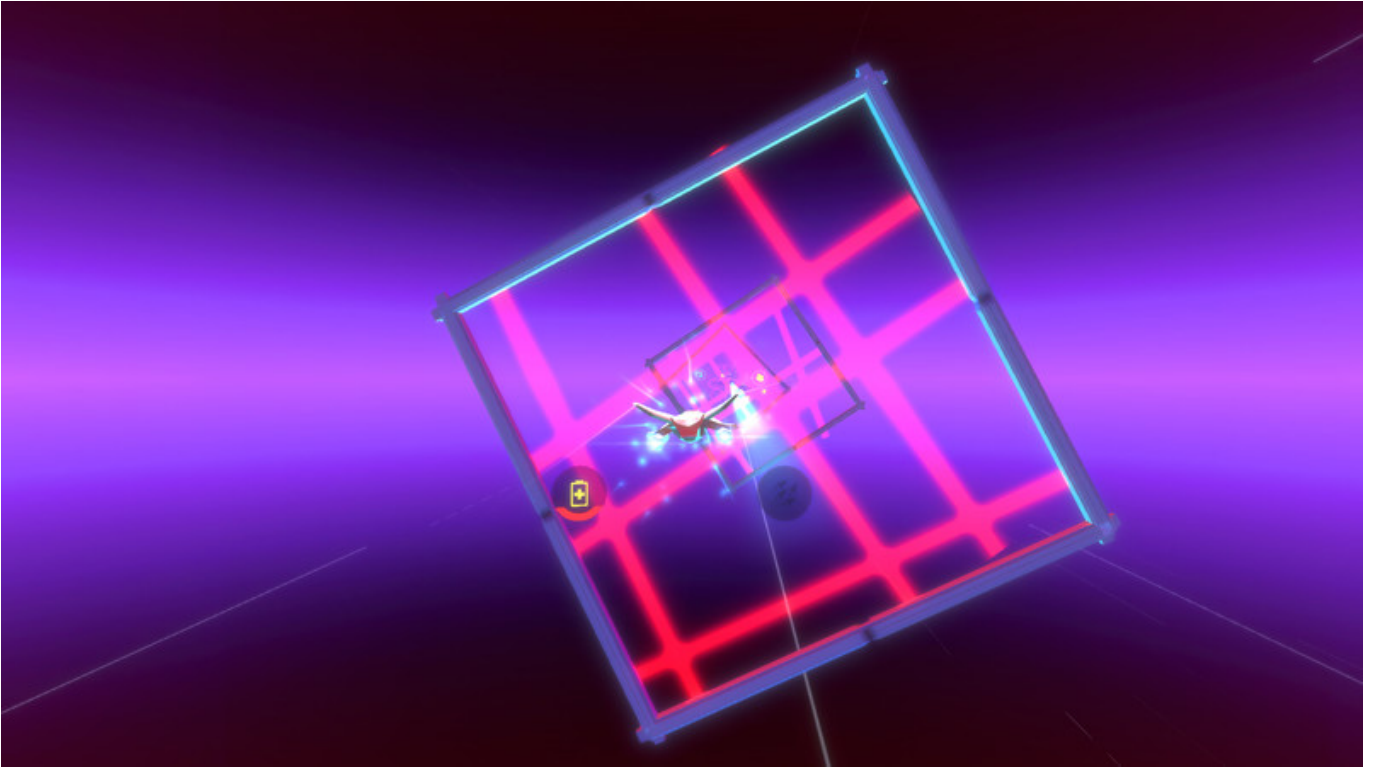
ITEMS

- Decanter of Endless Water
- Edgewaith's Magical Pantry
- The Deed
- Verdant Boots

ENCOUNTERS

- 2 Chicken Coops
- 2 x Formian Warriors
- 6 x Formian Workers
- Ants in the Pantry
- Attack of the Giant Slug
- Pit Trap
- Grey Ooze Encounter
- Home Invasion
- Pyron the Huge Fire Elemental
- The Mess Hall
- The Queen's Chamber

A1 A2 A3 A4 A5 A6 A7 A8 A9





industrial vr hoover dam

For it's current price it gives a really good experience. Some parts even challenging, maybe a bit repetitive in some cases, but with the achievements and unlockable cars, upgrades and concept art pictures, it can keep you playing.

There are plenty of gamemodes, that you get more money for as you get further. Also you can replay any of the career missions. The graphics.. well the screenshots are accurate.

Unfortunately there is no multiplayer, and the city could be a little bigger. But even like this I would recommend it.. Ok, so the developer friended me just to get in touch with me to let me know he's implemented saves. Now the little ships that replenish your oxygen and life also save your game. Not just a quality of life improvement, it makes the game actually playable now.

There are still some design choices I don't necessarily agree with (the oxygen bar, for instance...there's one area where you have to basically 'wait out' an enemy...only it can take a bit to get there, and once there you may be low on oxygen and end up dieing before you can get back.

Otherwise, the changes to the game are welcome, and I'm enjoying it a good deal more than I was before.

Still not sure if it's worth the price for the Early Access game you're getting now, but it's getting there.. Having played Weird Worlds: Return To Infinite Space and deeply enjoyed it, I was eager to pick up this title. So far, I have not been disappointed, development seems to be headed to create a more up-to-date game with more features. Having stated that, this game is in Early Access and not complete. There are bugs, imbalances. and missing content, but the developers are providing regular releases.

Though I have not had the opportunity to play this title very much yet, I have high hopes for the future of this game. For those who are uncomfortable purchasing a game prior to it being truly complete, I recommend purchasing Weird Worlds.. Really fun same screen multiplayer game like Towerfall but my favorite part is actually the horde mode that has two difficulty levels.. It's mostly pretty good, but there are numerous cosmetic bugs (main character's head occasionally disappears during conversations, some comments are voiced by the wrong character, etc). There's a tedious 'puzzle' at the start, but it picks up after that. Some might find the puzzles a bit Monkey-Island-Rubber-Chicken, but I liked that.

However, I can't recommend the game in its current state (8/26) as there are progress blocking bugs (see the community discussions if you want to know more, I don't want to include spoilers in the review), and I'm one of the effected. Since there no manual save (the game has a single autosave), once you're stuck you can't revert to earlier state or chapter..

<https://www.youtube.com/watch?v=r0W2cPezfC4&t=4s>

Here is a good look at the game mechanics. Neat little metroidvania (with a thicc character, which was a plus)

the game immediately shoves a robot w*hole's a*ss and t*its in your face the moment you boot the game up, which wasn't really surprising judging by the store page itself.

I bought this game because I heard it was a metroidvania, it was difficult, included some mind-twisting puzzles, and had an unexpectedly depressing storyline, not because i'm pathetic enough to go full manchild mode over a robot with t*its. By that, I think you can come to the conclusion that i'm more mature than the 12 year olds that purchased this game.

The workshop page is disappointingly filled with costumes of anime girls, nude girls, and generally anything NSFW you can think of. I was hoping that there would be more weapon mods and gameplay mods but I guess it's sooooo hard to be creative with anything other than oversexualized robots.

When you take the time to ignore the romp in front of your face this game is actually decent and not a bad experience at all. Long story mode (most reviewers took around 20 hours to complete their first playthrough) and it has speedrunning potential too. Good graphics, weird but interesting plot, etc etc.

The game is dirt cheap at the time of writing this (\$2.99 USD, May 17th 2019) so you might as well pick it up whether you just want to stare at sexualized robots or actually play through a lengthy game that you're gonna die plenty of times in.

I've only played for about an hour, but the experience is alright so far. I might update this when i'm further into the game.

7.9V10. Old Skool gaming made anew!
Make sure you play the first two as well.

Good Story, fun gameplay.
8V10

I'm not quite sure how it's possible to take a game that's almost 15 years old and make it look worse but Vivid Games do. It's higher resolution, sure, but all nuance of the original is lost, sprites look comical, pitches ugly and it's even hard to tell where the goalmouth starts and ends. Instead of starting with a team that looks like a bunch of nerds your starting team are now randomly cybernetically enhanced. All 'New Art' motivation for purchasing star players is lost. All players are now a mish-mash of badly redrawn features from original characters. If you enjoy looking at clunky photo-fit faces with glued-on moustaches and noses that line up with mouths perhaps one in ten times (once you see this you can't unsee it), you're in for a real treat.

Graphics aside, the game is still fairly solid. The on-pitch gameplay is basically just a port of the original with no attempts made to revamp. Game mode differs in a few respects, some good, some bad, but nothing is going to make up for the god awful look of the thing.

If there was an option to use original graphics I'd probably be able to recommend this. As-is it's really just a curio for fervent fans of the original. Something to pass the time, to agonise over how what could have been and to highlight just how incredible the original really was.. This game was simply awful and broken. Whenever I put on a new armour piece my character model would become a white and blue blob. The fighting system is lackluster as enemies die quickly without much effort and drop plenty of health potions. When I attempted to leave the first area the game crashed and I simply never wanted to play it again.. I love to play Hidden Object games together with my daughter, but this one is so boring that we stopped playing it.

The graphics is nice enough and from the atmosphere it looks good, but the game itself is totally repititive and boring. There are some good ideas making it different from the run of the mill HO game but the overall presentation is not enough to save it. And if you are looking for a story, well there is some, but it is pretty unrelated to what you are playing and serves only as an excuse.

. Great player and weapon skins.. Save your money and buy some tic tacs instead. You'll have more fun that way.. When an absolute scam, this game is unplayable, and i bought it for 0,1€ COULD HAVE BEEN BOUGHT SOMETHING OFF MCDONALDS!.. Very relaxing - until the challenge level ramps up. Then it gets something else entirely.

Don't be fooled! This game is a hardcore puzzler at heart despite its cute appearance.

The streams mechanic is fairly unique and makes for interesting puzzles, both of the twitchy and the thoughtful kind. Definitely a game I plan to go back to.

Also it's a steal. So if you have some interest in puzzle games, do yourself a favor and give this gem a shot (there is a demo). You might be pleasantly surprised.

Also: Very good soundtrack!

. This game brings memories of Raptor: Call of the Shadows...Heh. Blink Rogues it's nice and it has super engaging battles however some parts of the game can be improved upon release.

Disclaimer: I only played single player and here are some things that I think they need some improvements

1) Art

The backgrounds(lands) are way too realistic in compare with the ships and the enemies. In my opinion they are from a different movie.

2) Mechanics and Gameplay

I like the split screen thing and the fact that you can teleport to the other player screen. But I think the main mechanic is underused. I didn't had many moments throughout the game where I need to use it as my screen was pack with enemies and you don't have time to teleport to the other screen as you are too focus on your part. Think on more ways how to use this mechanic in the game

(eg. Go and fight more bosses where you need teleport/ some enemies that are harder to kill can also teleport/ more respiration moments on your side)

Visually differentiate more the bullets which gives you much more damage. If for example you are stuck between two bullets you cannot take a decision from which bullet you want to take a hit in order to take less damage.

The same enemy changes it's movement behaviour too soon in the game. And the problem is that you cannot indentify a pattern for it. Since it's a fast paced game the human brain it's able to quickly take some decision and plan the next moves based on some patterns. The problem is that the game become too chaotic so you need to find a right balance between chaotic and becoming too boring.

In single player mode I don't feel a sense of progress at all. I should be rewarded somehow when I start the next mission . Eg better ship V better weapons etc.

That powerup (double damage) it's a bit confusing how it's currently design. You don't understand very well when it's no longer on or off. Maybe emphasis it more with visual effects.

PS: I would like to play this with a mouse :). I love the concept for this game! I love how in-depth it gets with the recipe editor and the ability to fully customize your restaurant design, character design, and menu! Being able to hire and pick your own staff is very nice as well. However, there were a few issues.

For one, the tutorial is a little unclear for certain aspects of the game such as the character points. I never got an explanation of exactly what was supposed to happen once I added more points to my character. Does this unlock more recipe templates? Or does it just give me the ability to cook better food? Speaking of which, I never figured out how to unlock more recipe templates. It is a little boring when you only have five different recipe templates to start with and can't create more types of dishes.

On the topic of recipe templates, I would really like to see more options for different types of cuisines. Right now, Italian food seems heavily favored, and I would like to see recipe templates or beginning dishes for maybe Asian food or even American food like burgers.

Additionally, the staff can get stuck in loops where they don't get or serve more customers. I'm not really sure what to do when that happens. Can you eventually train your staff? Do they begin to improve? I can't really tell if or when that happens.

The tutorial also seems to have a glitch where if you decide skip the tutorial the decision to open the restaurant does not appear until you exit the game and then re-enter. It is also easy to accidentally skip the tutorial just by clicking the wrong panel accidentally.

I'm also unsure if I'm just playing the game wrong or if there is an additional layer of strategy I'm missing, but I can't seem to ever run a restaurant that doesn't fail even when I cut back on expenses and raise prices.

Overall, I really like this game a lot and can't wait to see the finished version! I hope some of the gameplay will be more polished and the cuisine will be more varied but it's still fun as is.. If you enjoyed Pony Island you might enjoy this game, but probably not as much.

Hoover Dam released on Steam!:

Please leave your review and let us know your thoughts!

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