
Aqua Lungers Download Xbox One



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About This Game

When treasure is at stake, there are no heroes!

Race your way through challenging stages while contending with deadly creatures and dastardly opponents to collect the most treasure.

While everyone's goal is the same, each player is afforded several options to get an edge over their competitors. Players can use

their speed and agility to outpace and evade their opponents, while others might use devastating attacks to slow them down and steal their hard earned goods.

Be sure to check out information on how to play Aqua Lungers with the basic user guide provided on the community forum:
<http://steamcommunity.com/sharedfiles/filedetails/?id=1328542958>

An here you will find information on controller support for Aqua Lungers:
<https://steamcommunity.com/sharedfiles/filedetails/?id=1534694517>

Aqua Lungers features a variety of stages, each with their own distinct challenges, powerups, and foes.

****DISCLAIMER****

In testing it has been found that some antivirus software prevents Aqua Lungers from launching correctly. Please check the steam support page for more information!

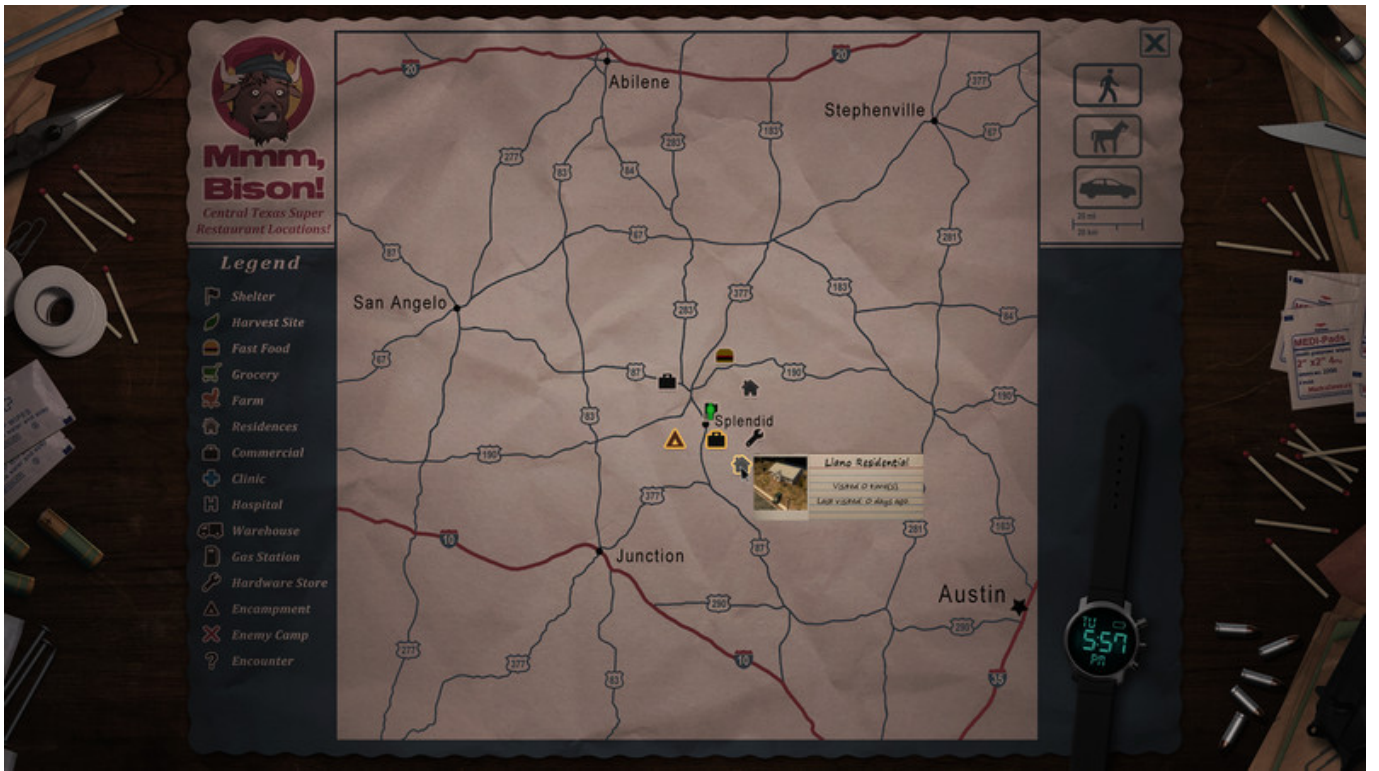
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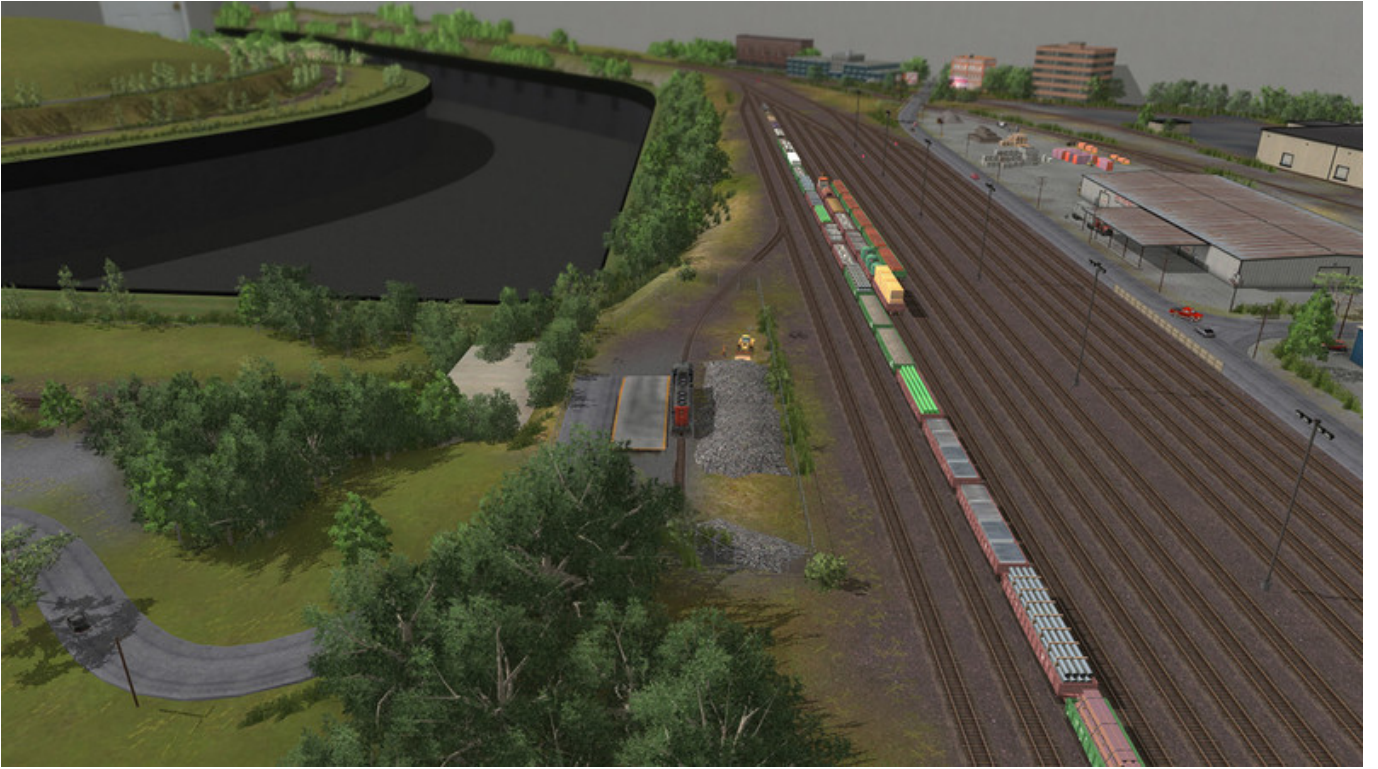
Title: Aqua Lungers
Genre: Action, Adventure, Casual, Indie, Racing, Early Access
Developer:
WarpedCore Studio
Publisher:
WarpedCore Studio
Release Date: 18 May, 2018

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English







this game is so bad. This is the first very well done click and point adventure for VR!

Most other Puzzle VR games have self-solving puzzles and focus too much on exploration.

But this game did it better. The controls are perfectly made for this kind of genre. You can grab objects, use the objects with the environment or grabbing more objects to use them combined. Sounds simple but works very well!

The puzzles are not too easy, because you always have several items to choose from.

You have to carefully watch and use your environment to find a solution.

At this point, the art style is very important. The game looks very nice, it's clean and not overloaded, so the interactive points are not too hidden so there is no frustration coming up. And if you can't find a solution by yourself, you can use an ingame hint system.

For full use of roomscale you will need a very large room. My play area is 2m x 2.5m and I can't reach most objects. But you can use roomscale in combination with the touch controls, so it's not that bad. You just walk around in your room and grab the objects that are too far away with the touch screen.

The playtime is about 2h.

So in my opinion, VR and puzzle/adventure games fit absolutely perfect and this game show how it work.

I watched the trailer and thought "oh another "funny-VR-youtube" game. But no, it's not one of those games. It's an (very good) adventure puzzeling game in VR, so remember that!

All in all, this game is creative, funny, challenging and fair priced! So I can highly recommend it!. Awesome soundtrack, incredibly stylish game.

In terms of gameplay, it's basically a twin-stick shooter which is naturally best enjoyed with a gamepad. There looks to be (IMO) a lot of replayability in terms of mastery of the levels. Very reminiscent of Towerfall, another game I loved.

I've made it through the first 3 worlds so far, really looking forward to more of the single player campaign and trying out the local multiplayer.

Can't recommend buying the version with the OST enough if you like electronica/dubstep!. Do not waste your money. I requested a refund due to the fact that this game was not worth the price.. fun game, could use some more content but the devs seem hard at work.. Unable to change admission price for parks. Original let you, so frustrating that this won't. If you intended for it to be more difficult that is fine, but make it an option you can toggle on/off so that people can play the game the way they could the original.. Tom Clancy took a♥♥♥♥♥ pressed it to a CD and named it Rainbow Six Lockdown.. This game is epic, it is the most fun for your money. The game play is great. Starting the game can be quite hard as you must avoid all pirates but as the game goes on it becomes more and more fun as you battle through the story. go for mods to start then buy a new ship later

A hidden gem of a top-down puzzle game. You'll definitely enjoy this if you enjoy puzzle games, especially if you like top-down ones like chuck's\chip's challenge. There's even a competitive aspect if you're into that - every stage has a speedrun leaderboard for any% and 100%. It took me about 14 hours to get gold on every original stage (but I didn't do any of the bonus worlds).

The premise of this game is, for each level, to burn up and explode everything that can be burnt\exploded, collect all the stars, and to do so in as short of a time as possible. However, this isn't like Bomberman where you have an unlimited supply of bombs - every bomb is something that has to be picked up in the stage and is consumed when used. The time, stars, and burn percentage are flexible, too - you don't need to collect everything or come in under the par time for the level in order to advance. However, if you want to "gold" a level, you'll need to get 100% stars and burn rate and finish under the par time (but you don't have to do that all in a single run, so you can go for 100% one time and go for any% but under par in a subsequent run and you'll still earn a gold for that level).

While you CAN simply play to just beat each stage, I think this game is the most fun if you shoot for getting gold on every stage. You could probably blow through this game in a few hours if you didn't try to get gold. Adding speed and finding ways to optimize your run for a given level is one of the key aspects of the fun of this game, IMO.

So, the first time you play through a stage you'll probably take it slow and figure out what you need to do to get 100%, then later try to build speed and optimize in future replays. Towards the later stages, I found most of my time being spent optimizing and attempting to achieve the par time (after I had already figured out how to beat it with 100%).

The gameplay of burning stuff is unique and satisfying. Since things take time to burn and explode, a key aspect of going fast is to figure out what to burn first so you can maximize the amount of things you have burning at once. But when you start to burn more things, you can open yourself up to getting killed and having to restart.

Each character has different abilities, meaning there's multiple ways to complete stages, some faster than others. If you're creative you might even discover routes the designers never thought of.

The level\puzzle design is excellent. It increases in difficulty and complexity as you get further into the game. New mechanics are introduced at a satisfying rate.

My one suggestion would be to provide some sort of global leaderboard that takes into account your position on every stage, so you can see who is the overall top player or something like that.

Overall, if you're a fan of puzzle games, I'd say this is a must-have. It can get very heavily discounted and there's plenty of hours of playtime as well as an aspect of competition and replayability if you're interested in climbing leaderboards. There's plenty of content, too. Even after getting gold on the main game you can still play the bonus worlds and collect the hidden saplings. I highly recommended this unless you're not a big fan of puzzle games. This game deserves a lot more attention than it's received, IMO, but I think that puzzle games in general tend to be less popular these days.. Game seems good for the time i played it.

The only problems i have so far are:

-There are very little zombies, i only saw one while i played.

-There is very little loot

-Not many players (I know you can't force people to play but it would be better with more players). Just a bit of forewarning. You might want to look at the tutorial before you buy. It's not your "Press X for perfect game" software, and you need to put time and effort into it. I would reccomend this to the following people:

1. People who have spare time on their hands.
2. People who put effort into what they do.
3. People who like RTS games and want to try their hand at their own.. Oh My God, I broken the "R", this a hardcore game, the graphics are beautiful.

I like the music, I like the game.

The creator not like god.

Sorry for my english.. First Look: <http://www.youtube.com/watch?v=jo0QSSho8Po>

Ignore the "Helicopter Simulator" section of the game name, as it's not really a proper simulator of helicopter flying. I saw people asking in the discussions about things like trackIR, pedals and joysticks. This really isn't that sort of game so definitely don't buy it if that's what you're looking for. This is a search and rescue game that basically gives you a helicopter with basic controls (which are okay to handle but I found it a bit difficult on the landing) and gives you a number of missions where you must go and save people in various conditions.

The gameplay is very basic, and really feels quite dated. In the first mission I played it had strange requirements that made no sense. Why do I have to be at a certain height for a man to go down a rope to pick someone up? It's like artificial difficulty because the game would otherwise be rather mundane. Sadly it had the opposite effect as it just made it needlessly annoying.

The draw distance for detail on the ground is very poor so you have to be pretty much crashing into the trees below to see them appear at the same detail you'd have when you were on the helipad. The models are simple and textures are relatively low quality. The cockpit view was a definite disappointment. It didn't run all that well either, and didn't feel at all optimized. The loading screens were also abnormally long.

In comparison to the detailed and thoughtful "Car Mechanic Simulator" title they released recently, this is a huge drop in quality. I'm not saying you should steer well clear of this game, but I wouldn't recommend it either.. Needs a single-player mode.

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