Violent Killer VR Steam Keygen Free Download

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About This Game

Violent killer is a very exciting VR hardcore shooter.
Players will sneak into a castle, grab the enemy in the castle in secret.
Style characteristic:
1. Several weapons can quickly switch, reasonable use their machine guns and grenades to walk to the last battlefield.
2. The fast pace of dodge and shooting.The enemy of all directions, the player must quickly dodge and destroying the enemy.
3. The fierce fire feeling, experience unprecedented sense of virtual reality hit his duties;The real details;Suitable for the real hardcore shooting game players.

Title: Violent killer VR
Genre: Action, Adventure
Developer:
囗囗囗囗囗
Publisher:
囗囗囗囗囗
Release Date: 17 Mar, 2017

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English
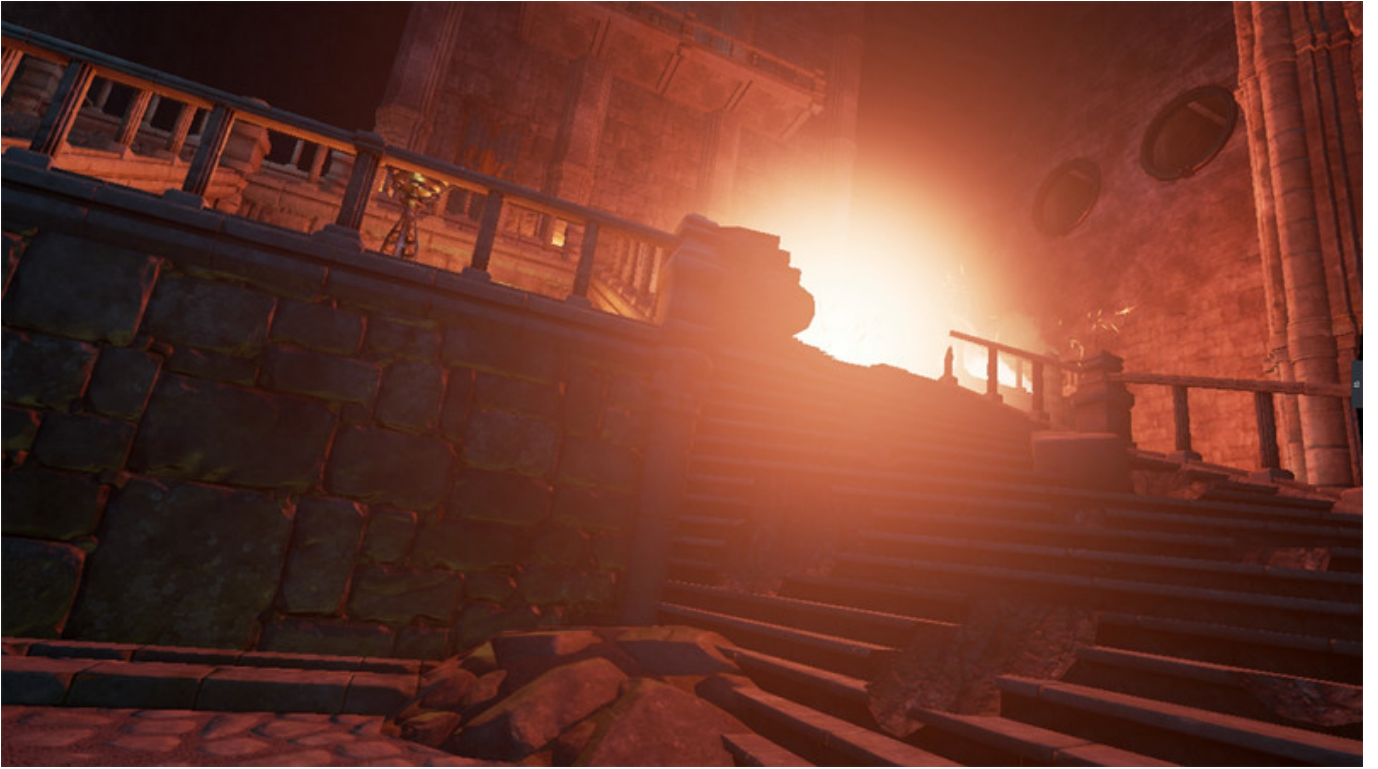
violent killer vr

SO this is a hard one to review because theres so much good but a few really really bad things to counteract it.

THE GOOD

1.Grapihics are great....not superb but solid....no real complaints
2.Even though this is a standing still\/ room scale wave shooter....moving you around the map each wave is still better than just sitting in one spot the whole game.....so i give a positive nod to this
3.from the parts of the map i played....the level design is solid
4.i actually like the bullets coming at your face effect.....cool

THE BAD

1.green blood?......FAIL
2. THE Ai is way too simplistic....the enemies just run toward you then just stand there waing to get shot.
3. The enemies are rediculous bullet sponges.....that is a serious pet peev for me
4.reload is to sliggish
5. Guns seem to do very little damage per shot and dont feel powerful at all

Without any huge changes i think this game could actually be really fun ......but the above negatives kind of ruin it for any real replayability

Its worth 2.99......but not much more than that. As the first reviewer here I will say that this game has its issues with aim, but all in all its a very fun wave shooter for the price tag.
Its worth what it costs.. It's pretty intense. A no nonsense action game. Very immersive with sick bullet dodging. Visceral shooting and great sound effects.

You've got 3 different weapons on each hand. Just press the trackpad button to cycle through them. No nonsense.

 The enemies look real. I can see why they used green blood because it's almost too real. It's not bad. You get used to it.

Perfect demo game to show people new to VR.

Update: since I play this game a lot. The game is still awesome and not just because it's $3. I still haven't beat it yet. One thing is the game plays much better with a large playspace. It's not needed, but it's much more immersive when you can use your roomscale to get behind cover.. **UPDATE AS OF 05-25-2017: After playing again since upgrading my computer, I realized the review needs some updating. It's better than i thought before, but the game overall still sucks and I would NOT reccomend it. But my criticism is maybe 10% less harsh than it was before.**

Aw man. I really wanted to like this game and recommend it. Seeing the weird description, the vagueness in the trailer, the bizarro name (I mean, "violent killer?" Really?), I thought it looked like something that would be a pleasant surprise. And in some ways, it truly is. The graphics (despite some texture pop in) are absolutely gorgeous, for example. I believe they are in the Unreal 4, which makes it impressive that it also runs very well and smooth. The guns also handle well, feeling smooth and well-coded. Their gunshots are satisfying and enjoyable. The sound design is absolutely excellent, and the maps are very well designed (although with zero context; I mean, some medieval castle while fighting off swat teams? How does that make sense?).

However, there is one are two game-breaking problem and a few more nitpics.

 1. The loading issue: The only other game that has this issue is Pavlov VR, but at least Pavlov has an offline mode that mitigates the issue. In this game, the entire thing is unplayable. BASICALLY; there comes a point in the game where the screen disappears and is replaced with the empty room and Vive's "now playing Violent Killer VR" or sometimes "Waiting for Violent Killer VR." Taking off the headset, the game is still playing on the monitor reflection but lags badly for some reason. However, this loading screen never ends, and I have to crash the game. This inevitably happens

5-10 minutes in. ***Edit: I upgraded my power supply and hard drives since writing this review and the issue was fixed, both in this game and in Pavlov. The game still sucks but I apologize for misleading people by complaining about an issue that was my own fault.

2. Bullet animations: I can't believe this is a problem, but they're literally too good. I and a rare percentage of the population have some sensory issue where pointy objects (IE: tips of pens and pencils, tips of nails, etc) trigger EXTREME discomfort, headaches, or with prolonged exposure even cause migraines. Just thinking of those examples made me cringe badly. With most vr games, the bullets are tiny specs and\/or de-render just before colliding with your head. In this game, the bullets (which are animated to be realistically pointy) quickly fly towards your face. In a way completely unlike any other vr game, the bullets trigger my aforementioned reaction BADLY. You could honestly argue that this improves the immersion- making me dodge and duck more than unusual, upping the ante to an actual physical reaction to the game, improving the immersion exponentially, and being an amazing thing. This is actually true. This reaction makes it more immersive. However, although this sounds like a dumb and petty complaint, five minutes into playing, I got a SPLITTING headache. I mean, the type of skull-shattering headache that makes you lay in bed moaning while waiting for your tea to boil. This is so unbearably uncomfortable that, along with the first issue, make the game totally unplayable for me.

Now for the nitpics. These are things I wholeheartedly suggest to the developer as I think they're feasible and would dramatically improve the game, as long as the aforementioned game-breaking issues are also addressed.

A) No movement options whatsoever. It's alright and doesn't totally need it with the game's current structure (you teleport to the next area after killing everyone, similar to bullet sorrow), but it would still be welcomed hugely.
B) Green blood comes out of the enemies. Wtf? Why? The game is called "Violent Killer VR" for fks sake, you have no reason to try and censor anything. Let alone such a dumb form of censorship.**
C) Bad physics; I hate seeing the enemies slowly crouch down for a nap when they die. It breaks the immersion, prevents killing from feeling satisfyng, and just kinda sucks.
D) **Edit: I realized recently after replaying it that this is less of an issue with the mob-size to enemy-health ratio and more an issue with weapon imbalance. The SMGs, clearly intended to deal with larger hordes, are grossly underpowered. The pistols, which are too slow-firing to actually save yourself from the massive hordes, actually deal a quite fair amount of damage. And the grenades instant-kill enemies no matter how far from the central blast they are. The issue is the same as before, but it's happening for a different reason than I previously thought. Misguided ratio between enemy health and mob size; this game gives enemies a very large (but still fairly reasonable) amount of health. It would be okay and an insignificant gripe, but the game also sends you countless enemy mobs that look like some kid spamming the spawn button in Garry's Mod. I wouldn't mind (and I'd even welcome) mobs of this size... if they didn't just have so much goshdarned health.
E) Wtf is up with the grenades? Infinite ammo is fair for the weapons (though still somewhat of a gripe) but with the grenades, you can just blindly spam them and win immediately. I mean, hell, even in the trailer that is marketed as a gameplay mechanic! That's not quite right.
F) **Edit: Idk if they updated this, but there is a loud click and an animation on the guns since I last played. Manual reloading would still be better, but this issue I complained about essentially doesn't exist anymore. Reloading; I'm not even necessarily asking for manual VR reloading (although it'd be nice) but reloading should just be improved. You click a button and hear a very, very faint click. No animations on the guns even occurs.

And that's it. I believe that (once the two game-breaking issues are addressed), this lays the barebones, super-early-alpha groundwork for an otherwise utterly phenomenal game with a ton of potential. But until then, it's unplayable, uncomfortable, and slightly broken.. Love the game. I recommend for the price! The castle environment is worth the cost of admission. It would be awesome as a dungeon crawler or RPG. Other DEVs could take notice of the scale, lighting, and graphics of this game's environment, because this adds so much to the immersiveness of VR. As for the gameplay, it is so-so. Odd to fight soldiers in an old castle, and there is no ability to teleport or move around the castle. All in all, the price is so low this is a good purchase!

The game has good graphics and gameplay..only thing I don't like is that the blood is green when you shoot them......a full game like this with locamotion would be a winner for me..... For 2.99 EUR I was expecting at least red blood or a menu where I can change this.

No idea where the menu is. But since there is red blood in the video it seems to be there somewhere... whatever... not going back to the game.

It is overall a stand-still wave shooter. The graphics are nice and I wish I could walk in tranquility around the nice castle. But you can't you stand still on one point and the enemies without a lot of animation come from all direction and just shoot like crazy on you.

The graphics have potential for a good game. But the showed "tech demo" is not worth the entry of 3 EUR.

Why are developers not just publishing stuff like this as a free demo???